Subject: Re: Object Graphics Code Generator
Posted by David Fanning on Sat, 05 May 2007 14:15:39 GMT

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wclift01@harris.com writes:

> I've been using Eduardo Iturrate's IDL Revolution object graphics
> code generator for about two weeks now and have found it to be a very
> useful tool, on a par with xobjectview. It has saved me a great deal
> of time while providing valuable insight into the mechanics of writing
> object graphics code. It's trivial to replace IDLgrView with
> RHTgrCamera in the generated code for added versatility and
> straightforward to do a first order optimization of the generated
> code. Coupled with Ronn Kling's book, it provides a great way to get
> started using object graphics.
> Michael Galloy did a byline on Revolution back in March, but
> otherwise have there has been little notice taken as far as I can tell
> -- I only found one reference to it in this group and there have only
> been ~180 downloads from the IDL site which I find rather surprising.
> Has anyone else found it useful?

Perhaps you can provide a link. I can't find the darn thing.

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Object Graphics Code Generator
Posted by Jim Pendleton on Sun, 06 May 2007 01:49:47 GMT

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Eduardo's most excellent contribution to IDL learning can be found at
the ITT VIS codebank website:

http://www.ittvis.com/codebank/search.asp?FID=473

Share and enjoy!

Jim P.

"David Fanning" <news@dfanning.com> wrote in message
news:MPG.20a63f6a616122be989f91@news.frii.com...

> wclift01@harris.com writes:
>
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Subject: Re: Object Graphics Code Generator
Posted by wclift01 on Sun, 06 May 2007 01:50:09 GMT
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On May 5, 10:15 am, David Fanning <n...@dfanning.com> wrote:
> wclif...@harris.com writes:
>>   I've been using Eduardo Iturrate's IDL Revolution object graphics
>> code generator for about two weeks now and have found it to be a very
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> Fanning Software Consulting, Inc.
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> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Sure, the link is http://www.ittvis.com/codebank/search.asp?FID=473

Bill

Subject: Re: Object Graphics Code Generator
Posted by David Fanning on Mon, 07 May 2007 17:32:54 GMT

Jim Pendleton writes:

> Eduardo's most excellent contribution to IDL learning can be found at
> the ITT VIS codebank website:
>
> http://www.ittvis.com/codebank/search.asp?FID=473
>
> Share and enjoy!

I seem to be having a GREAT deal of trouble finding things
related to this program. I'm trying to do the 2nd Tutorial
and the directions call for me to "download the file
tutankhamen.dxf from our web page". Which web page is this?
I can't find it on the ITTVIS web page and I see no other
reference to a "web page". :-(

And where is this program, exactly, in the codebank?
I got it by following the above link, sure enough, but
I haven't been able to find it by searching the ITTVIS
web page, and I didn't find it in likely categories of
the Code Bank.

I asked my Tai Chi teacher why he doesn't advertise his
little, out-of-the-way studio. He just shrugged. "The
students we want always find us." I didn't realize IDL object
graphics had this same spiritual side to them. It makes

sense, I guess.

Cheers,

David
--
David Fanning, Ph.D.
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Subject: Re: Object Graphics Code Generator
Posted by eduardo.iturrate on Mon, 07 May 2007 19:40:37 GMT

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> I seem to be having a GREAT deal of trouble finding things
> related to this program. I'm trying to do the 2nd Tutorial
> and the directions call for me to "download the file
> tutankhamen.dxf from our web page". Which web page is this?
> I can't find it on the ITTVIS web page and I see no other
> reference to a "web page". :-(

I had this idea of creating a web site with tutorials, data files,
tips&tricks etc., but I guess there is not enough time in a day.

Any dxf file will do, there are plenty of them out there, for
example:
http://www.with.ne.jp/~neval/data/facedxf.lzh (you'll need to
decompress the file)

This application is a personal project to help working with IDL object
graphics. It's really worth going through the tutorials to understand
how it works and to learn its capabilities. I'll be happy to help if
anybody has questions.

-Eduardo.

Subject: Re: Object Graphics Code Generator
Posted by weclifton on Mon, 07 May 2007 19:49:03 GMT

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On May 7, 1:32 pm, David Fanning <n...@dfanning.com> wrote:
> Jim Pendleton writes:
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>> the ITT VIS codebank website:
>
>> http://www.ittvis.com/codebank/search.asp?FID=473
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> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

David,

    Sorry to hear of your woes -- however I readily found the file
under "Advanced Visualization" and when searching under "revolution",
"object", "graphics" and "object graphics". I can't speak to the
tutorials since I haven't tried them.
    Other than the difficulties you mention, what's your opinion of
"Revolution"?

Bill

Subject: Re: Object Graphics Code Generator

Posted by David Fanning on Mon, 07 May 2007 21:05:28 GMT

weclifton@gmail.com writes:

>   Sorry to hear of your woes -- however I readily found the file
> under "Advanced Visualization" and when searching under "revolution",
> "object", "graphics" and "object graphics". I can't speak to the
> tutorials since I haven't tried them.

Humm. Well, I just when to the ITTVIS web page and typed every
single one of these terms into the Search box and didn't come up
with a single thing that said "revolution" in the name. What is your
secret?

>   Other than the difficulties you mention, what's your opinion of
> "Revolution"?

My current opinion is that it is devilishly hard to find!
I haven't been able to form any opinion whatsoever of the
software yet, however.

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Object Graphics Code Generator
Posted by edward.s.meinel@aero. on Tue, 08 May 2007 14:55:14 GMT

On May 7, 3:40 pm, eduardo.iturr...@gmail.com wrote:
>
> This application is a personal project to help working with IDL object
> graphics. It's really worth going through the tutorials to understand
> how it works and to learn its capabilities. I'll be happy to help if
> anybody has questions.
>

I'm not doing too well with it. So far, I have:

1) Violation of good IDL programming practices -- requiring a .COMPILE
before .RUN

2) I get this error message for some unknown reason:

% FILE_MOVE: Unable to expand wildcards in file path, or file does not
exist: /tmp/\tempundo.sav
% Execution halted at: SCG_OBJECTGRAPHICS_EVENT
%   WIDGET_PROCESS_EVENTS
% $MAIN$

3) After the crash, the only way to kill the widget is to .RESET the
IDL session

Ick.