Subject: Object Graphics Code Generator
Posted by wclift01 on Sat, 05 May 2007 13:03:12 GMT

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All,

   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?

Bill

Subject: Re: Object Graphics Code Generator
Posted by Paul Van Delst[1] on Mon, 07 May 2007 21:42:45 GMT

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David Fanning wrote:
> 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?

Hello,

I clicked on the supplied link in the previous messages:
   http://www.ittvis.com/codebank/search.asp?FID=473
and I was in the Revolution page at RSI. Clicking on the "download" button gave me a
RevolutionIDL.zip file.

Simply searching for "Revolution" in the codebank search box at
   http://www.ittvis.com/codebank
produced the same result.

But, searching from the *main* ittvis webpage didn't produce anything useful. I even tried
searching for "codebank" and got "no results were found". Very useful.

cheers,

paulv

--
Paul van Delst   Ride lots.
CIMSS @ NOAA/NCEP/EMC   Eddy Merckx

Subject: Re: Object Graphics Code Generator
Posted by David Fanning on Mon, 07 May 2007 21:51:31 GMT
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Paul van Delst writes:

> But, searching from the *main* ittvis webpage didn't produce anything useful. I even tried
> searching for "codebank" and got "no results were found". Very useful.

Ah, well, good. I can stop cleaning my office, looking
for that piece of paper I wrote the magic incantations
on. What do you suppose it is that the main search box is
searching? If we knew what questions to ask, I'll bet
we would find answers. :-)

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 Paul Sommer on Tue, 08 May 2007 01:37:36 GMT
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On May 7, 3:51 pm, David Fanning <n...@dfanning.com> wrote:
> Paul van Delst writes:

>> But, searching from the *main* ittvis webpage didn't produce anything useful. I even tried
>> searching for "codebank" and got "no results were found". Very useful.
>
> Ah, well, good. I can stop cleaning my office, looking
> for that piece of paper I wrote the magic incantations
> on. What do you suppose it is that the main search box is
> searching? If we knew what questions to ask, I'll bet
> we would find answers. :-)
>
> 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.")

LOL, You guys are killing me...all I can say is that a real search
engine for our website is on order :-) In the meantime, best to just
keep watching the newsgroups for all the hard-coded links back into
Code Contrib where many gems reside.

Thanks,
-P

Subject: Re: Object Graphics Code Generator
Posted by weclifton on Tue, 08 May 2007 13:04:39 GMT
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On May 7, 9:37 pm, Paul Sommer <psom...@ittvis.com> wrote:
> On May 7, 3:51 pm, David Fanning <n...@dfanning.com> wrote:
>
>
>
>
>
>> Paul van Delst writes:
>>> But, searching from the *main* ittvis webpage didn't produce anything useful. I even tried
>>> searching for "codebank" and got "no results were found". Very useful.
>
>> Ah, well, good. I can stop cleaning my office, looking
>> for that piece of paper I wrote the magic incantations
>> on. What do you suppose it is that the main search box is
>> searching? If we knew what questions to ask, I'll bet
>> we would find answers. :-)
>

>> Cheers,
>
>> David
>> --
>> David Fanning, Ph.D.
>> Fanning Software Consulting, Inc.
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> LOL, You guys are killing me...all I can say is that a real search
> engine for our website is on order :-) In the meantime, best to just
> keep watching the newsgroups for all the hard-coded links back into
> Code Contrib where many gems reside.
>
> Thanks,
> -P- Hide quoted text -
>
> - Show quoted text -

David,

  It is bizarre -- nothing found when searching from http://www.ittvis.com/idl/
but the search is sucessful from http://www.ittvis.com/codebank/index.asp
and http://www.ittvis.com/codebank/index.asp?list=bycategory&amp ;product=IDL.
  It is only by serendipity, as opposed to the possession of a
secret, that I've been by-passing the broken search at the top IDL
page (http://www.ittvis.com/idl/) with a bookmark I put in place some
time ago. Clearly the search engine needs an overhaul.

Bill

Subject: Re: Object Graphics Code Generator
Posted by Mike[2] on Tue, 08 May 2007 13:59:30 GMT
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On May 7, 5:51 pm, David Fanning <n...@dfanning.com> wrote:

> What do you suppose it is that the main search box is
> searching? If we knew what questions to ask, I'll bet
> we would find answers. :-)

I have the same problem with our university web pages. We've paid
some (presumably large) amount of money for a google search appliance
that doesn't work to find simple things like main department web
pages. The amazing thing is that if I use the free version of google,
it works perfectly well! I think this is a fairly universal problem
based on the "we get what we pay for, so we'd better pay a lot" rule.

Mike

Subject: Re: Object Graphics Code Generator
Posted by Pete Warner on Tue, 08 May 2007 15:00:46 GMT
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On May 8, 8:59 am, Mike <Michael.Mill...@gmail.com> wrote:
> On May 7, 5:51 pm, David Fanning <n...@dfanning.com> wrote:
>
>> What do you suppose it is that the main search box is
>> searching? If we knew what questions to ask, I'll bet
>> we would find answers. :-)
>
> I have the same problem with our university web pages. We've paid
> some (presumably large) amount of money for a google search appliance
> that doesn't work to find simple things like main department web
> pages. The amazing thing is that if I use the free version of google,
> it works perfectly well! I think this is a fairly universal problem
> based on the "we get what we pay for, so we'd better pay a lot" rule.
>
> Mike

I find that a search on google.com for "site:website.com searchterm"
is almost always far better than any search box provided on a website.
Even if the search box is a google search appliance. In this case you
should type "site:ittvis.com revolution" and you will have the proper
page listed first.

Subject: Re: Object Graphics Code Generator
Posted by weclifton on Tue, 08 May 2007 21:05:24 GMT
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On May 8, 11:00 am, Pete Warner <warner.p...@yahoo.com> wrote:
> On May 8, 8:59 am, Mike <Michael.Mill...@gmail.com> wrote:
>
>> On May 7, 5:51 pm, David Fanning <n...@dfanning.com> wrote:
>
>>> What do you suppose it is that the main search box is
>>> searching? If we knew what questions to ask, I'll bet
>>> we would find answers. :-)
>
>> I have the same problem with our university web pages. We've paid
>> some (presumably large) amount of money for a google search appliance
>> that doesn't work to find simple things like main department web

>> pages. The amazing thing is that if I use the free version of google,
>> it works perfectly well! I think this is a fairly universal problem
>> based on the "we get what we pay for, so we'd better pay a lot" rule.
>
>> Mike
>
> I find that a search on google.com for "site:website.com searchterm"
> is almost always far better than any search box provided on a website.
> Even if the search box is a google search appliance. In this case you
> should type "site:ittvis.com revolution" and you will have the proper
> page listed first.

All,

   Besides the difficulties encountered finding it, any opinions on
the application?

Bill

Subject: Re: Object Graphics Code Generator
Posted by David Fanning on Tue, 08 May 2007 21:16:04 GMT
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weclifton@gmail.com writes:

>   Besides the difficulties encountered finding it, any opinions on
> the application?

I have to admit, when I realized the very first file wasn't
even named correctly to run automatically, my expectations
were not very high. So low, in fact, that I haven't found
the time to get back to it yet. I'm mean, really, this is
a *code* generator, supposedly. And the IDL code doesn't
run automatically. Should we take bets on how well it
is going to work ahead of actually learning to run the 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 David Fanning on Tue, 08 May 2007 21:25:22 GMT
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David Fanning writes:

> I'm mean, really, this is
> a *code* generator, supposedly.

Whoops! A little Freudian slip there. In truth, I don't
want to be mean. I'm just trying to be honest in my reaction.
If the *first* thing I try shows a basic misunderstanding of
IDL code generation, then my confidence in what comes next
is not high.

I'll probably try it again, but I'm out of the office for
a week and...

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 weclifton on Wed, 09 May 2007 13:42:39 GMT
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On May 8, 5:25 pm, David Fanning <n...@dfanning.com> wrote:
> David Fanning writes:
>> I'm mean, really, this is
>> a *code* generator, supposedly.
>
> Whoops! A little Freudian slip there. In truth, I don't
> want to be mean. I'm just trying to be honest in my reaction.
> If the *first* thing I try shows a basic misunderstanding of
> IDL code generation, then my confidence in what comes next
> is not high.
>
> I'll probably try it again, but I'm out of the office for
> a week and...
>
> 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.")

David,

   OK, no mas! :) I understand that you don't believe it has much
value. However, my honest opinion is just the opposite of yours. The
code generator has been working very well for me with minimal fuss --
it really must be magic after all (?).
   I am wondering if anyone else has had a chance to form an opinion.

Bill

Subject: Re: Object Graphics Code Generator
Posted by Jeff N. on Wed, 09 May 2007 13:52:22 GMT
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I for one really like it! I'm already making up a wish list of new
features :) Number one on that list is making it available for IDL
6.2 users (I have access to one machine running IDL 6.3, but my own
machines are stuck on 6.2 :(- it's a long story). I can think think
of a lot of uses for it, and it's actually made me wonder why someone
hadn't thought of it before :)

Jeff

Subject: Re: Object Graphics Code Generator
Posted by David Fanning on Wed, 09 May 2007 14:00:07 GMT
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weclifton@gmail.com writes:

> I understand that you don't believe it has much
> value

That's not at all what I said. I said my confidence
is low, but I haven't had a chance to evaluate whether
it has value. I intend to do so...but not this week.

It's clear Eduardo has gone to a lot of work. I think
it is worth looking into and I plan to do that sometime

soon. But one of your questions was why no one was using
it. I think a partial answer to that is that is (1) it is
hard to find, (2) it doesn't work like you expect an
IDL program to work, and (3) the documentation leads
you into dead-ends. So far, with limited time on my
hands, I haven't gotten beyond that point.

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
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Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Object Graphics Code Generator
Posted by weclifton on Wed, 09 May 2007 18:28:28 GMT
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On May 9, 10:00 am, David Fanning <n...@dfanning.com> wrote:
> weclif...@gmail.com writes:
>> I understand that you don't believe it has much
>> value
>
> That's not at all what I said. I said my confidence
> is low, but I haven't had a chance to evaluate whether
> it has value. I intend to do so...but not this week.
>
> It's clear Eduardo has gone to a lot of work. I think
> it is worth looking into and I plan to do that sometime
> soon. But one of your questions was why no one was using
> it. I think a partial answer to that is that is (1) it is
> hard to find, (2) it doesn't work like you expect an
> IDL program to work, and (3) the documentation leads
> you into dead-ends. So far, with limited time on my
> hands, I haven't gotten beyond that point.
>
> 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.")

David,

   You are absolutely correct wrt any comments regarding value -- I
guess that Freudian slip thing is contagious :)

Bill

Subject: Re: Object Graphics Code Generator
Posted by Robbie on Thu, 10 May 2007 03:39:04 GMT
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I think that Eduardo makes object graphics more accessible than iTools
does, but his code generator has far less features than iTools.
I remember providing feedback to ITTVIS that I would like to see a
simpler implementation of iTools with less features, but easier to
understand.

Unfortunately, I won't use his code generator for two reasons:
1) The source code is not available, so I am a little hesitant to have
my development highly integrated with something to which I have no
control.
2) The code generated cannot be easily integrated into an event driven
program. I really need access to graphics objects from outside the
scope of scg_og.

Ruby on Rails is a good example of how to use code generation
effectively. They have things called 'scaffolds' which is the default
implementation of a module. You can then generate and tweak the code
for the module if your unhappy with the 'scaffold'.

Robbie

P.S. I find navigating the codebank almost impossible. I can't even
find my own software in there!
I just keep tabs on new additions
 http://www.ittvis.com/codebank/search.asp?search=newsub& product=IDL