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Subject: Re: direct graphics or object graphics ?

Posted by [David Fanning](#) on Tue, 06 May 2008 20:05:24 GMT

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nata writes:

- > I'm a student programming a software for analysis and visualisation of
- > some kinds of data. In my interface I want to show some plots.
- > I have an object for do OPLOTs using object graphics but I dont know
- > if is better to use object graphics when I'll try to plot more than
- > 1000 plots.
- >
- > I think programming in object graphics is better than direct graphics
- > but Im not sure.
- >
- > Any opinions ?????

You will have access to much nicer fonts in object graphics. :-)

Most people find it harder to write two pages of code (object graphics) than to use a single command (direct graphics) to create a line plot. But once you invest the 2-3 weeks it takes to learn object graphics, and you have a program written, it takes about the same amount of time to type the name of the program.

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming ([www.dfanning.com](http://www.dfanning.com))

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: direct graphics or object graphics ?

Posted by [Brian Larsen](#) on Tue, 06 May 2008 20:11:46 GMT

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David,

that isn't exactly a resounding endorsement of object graphics :)

Cheers,

Brian

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Brian Larsen  
Boston University  
Center for Space Physics  
<http://people.bu.edu/balarsen/Home/IDL>

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