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Subject: Request from the Far Beyond

Posted by [David Fanning](#) on Wed, 10 Dec 2014 17:28:24 GMT

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Folks,

As most of you know, I've recently "retired" from the IDL business, but I still have to work. I've found an interesting possible job this morning as a freelance technical blogger. I need three examples of my "technical blogging expertise" to submit as part of the job application. So, rather than selecting three of my favorite articles, I thought I might ask you to decide for me.

Is there an article on Coyote's Guide to IDL Programming that you really like? Maybe an article you would consider a "classic" that reflects my body of IDL work? I'd like to know your favorite article and why you like it.

Unfortunately, there is a little bit of a time crunch with this request, but I would enjoy hearing from you in any case.

I miss you folks!

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

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

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Subject: Re: Request from the Far Beyond

Posted by [penteado](#) on Wed, 10 Dec 2014 19:58:59 GMT

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Hello,

It is hard to choose...

The first I thought of is The Sky is Falling. Maybe it is the most cited and visited? It is a classic one, and the one I cite most often. I like it because it explains well how sometimes we need to consider how things work, behind the abstraction layer we usually deal with. And it is applicable not just to IDL.

Is it fair to say that the Traditional Graphics book grew out of a lot of articles? Or maybe the article presenting Coyote Graphics is representative (I am talking about

[http://www.idlcoyote.com/graphics\\_tips/coyote\\_graphics.php](http://www.idlcoyote.com/graphics_tips/coyote_graphics.php)). I find this one and the one on the Catalyst Library (<http://www.idlcoyote.com/catalyst/catlib.html>), particularly important, because they are not just discussing some technical problem that is out there, they also introduce the whole complex system you developed to solve the problem. So these two are particularly important. But for non-IDL audiences, maybe the Coyote Graphics Gallery (<http://www.idlcoyote.com/gallery/index.html>) is more appealing.

Then there are all the articles on The IDL Way... Also hard to pick among them, as they are so important here. They were my main source when learning IDL. I do not know how relevant they might be for your application, but the most generally appealing might be "'My IDL Program Speed Improved by a Factor of 8100!!!" ([http://www.idlcoyote.com/code\\_tips/slowloops.html](http://www.idlcoyote.com/code_tips/slowloops.html)).

I am probably forgetting some other good ones...

Paulo

On Wednesday, December 10, 2014 3:28:28 PM UTC-2, David Fanning wrote:

> Folks,  
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Subject: Re: Request from the Far Beyond

Posted by [David Fanning](#) on Wed, 10 Dec 2014 21:33:15 GMT

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Paulo Penteado writes:

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Oh, my gosh, how could I forget this one! Yes, absolutely! :-)

Thanks!

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

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Subject: Re: Request from the Far Beyond

Posted by [Fabzi](#) on Wed, 10 Dec 2014 22:59:54 GMT

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... and the dimensional juggling tutorial, as well as drizzling and chunking!

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Subject: Re: Request from the Far Beyond

Posted by [David Fanning](#) on Wed, 10 Dec 2014 23:25:54 GMT

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Fabien writes:

>

> ... and the dimensional juggling tutorial, as well as drizzling and

> chunking!

Humm. I think all the really good articles on the pager were written by J.D. Smith. Wonder if I can get him to endorse my skills on my LinkedIn profile. :-)

Cheers,

David

--

David Fanning, Ph.D.  
Fanning Software Consulting, Inc.  
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>  
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Subject: Re: Request from the Far Beyond  
Posted by [chuxiangning](#) on Wed, 10 Dec 2014 23:50:12 GMT  
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On Wednesday, December 10, 2014 9:28:28 AM UTC-8, David Fanning wrote:

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I like all the plot gallery! Does it count?  
I also memorize clearly the discussion on the histogram.

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