A Critical Evaluation of PEX from a PHIGS Implementation Perspective

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Abstract. This paper evaluates PEX, the PHIGS extension to the X Window System, from the context of assumptions in the PHIGS output, modeling, input, user interface, and system environment. New problems not previously discussed arise when examining PEX this way. These problems are interesting because they not only pertain to the implementation of PEX, they apply to implementing a 3D library in a distributed windowing system in