
Subject: Re: rewriting from IDL to PVwave
Posted by [Ebeth Jones](#) on Thu, 12 Mar 1998 08:00:00 GMT
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Peter Suetterlin wrote:

>>> My guess is that if the program did anything useful, that
>>> it would be quite painful. :-) But it really depends
>>> entirely on the program. Programs that use graphical
>>> user interfaces would be the most painful, probably.
>>
>> I agree with David. Chances are you would quickly eat up any cost savings
>> in staying with the PV-WAVE license by rewriting the IDL code. GUI's are
>> quite different between the two as far as coding is concerned. Behind the
>> GUI's are the event handlers, which are also quite different. No doubt
>> that it can be done, just probably not cost-effectively.
>
> As you (indirectly) said: This is only true for code that uses the
> widget-capabilities of IDL. Code that does not use them normally will
> run fine both in IDL and PV-Wave. At least my Image-reconstruction
> package does, and I can assure that it **does** something usefull :-)
>
> Peter

ick, this doesn't sound good. However, I'm not really worried about the GUI part, the code I have looks like it has just one program that takes care of all the interface stuff, and I think I can rewrite this because I've used Motif before. What I'm really worried about are all the number crunching routines that I have that are written as procedures - they do lots of spatial processing and such, and they look like they are just number crunchers without any specific graphics calls. I would prefer not to rewrite these if I can get away with it. Are there any things that I should be on the lookout for between IDL and PVwave in these that would make the thing hang up if I tried to just rewrite the GUI and stuff the *.pro number crunching code behind it?

Elizabeth
