
Subject: Re: Porting IDL

Posted by [David Foster](#) on Mon, 24 Aug 1998 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Bernard Puc wrote:

>
> Hello,
> Thanks for the replies concerning software version control. Here's
> another query for the collective experience of the group: We are
> considering porting our IDL application to a PC platform (written
> for SGI workstation). Does anybody know if there would be
> significant advantages in time and effort in coding if we ported to
> a Linux platform in contrast to Win95?

Bernard -

If you're like most people, you write code that works on the machine where you have to use it. With this in mind, I would think it would be much more straightforward to port code from SGI to Linux than it would be to port to Win95. But keep in mind that it probably won't be a huge task to port to Win95 or any other OS for that matter; mostly you have to account for different pathname conventions, and strange quirks that may pop up one one platform or another.

One suggestion: look for instances of SPAWN in your code and see if you are relying heavily on system calls like ls, test, etc. Do a "fgrep -i spawn *.pro" in your development directories. If you *are* using system calls a lot then porting to Win95 will be much more work.

Dave

--

~~~~~  
David S. Foster      Univ. of California, San Diego  
Programmer/Analyst   Brain Image Analysis Laboratory  
foster@bial1.ucsd.edu   Department of Psychiatry  
(619) 622-5892      8950 Via La Jolla Drive, Suite 2240  
                    La Jolla, CA 92037  
~~~~~