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Subject: Re: Linux vs Win95

Posted by [R.Bauer](#) on Wed, 02 Dec 1998 08:00:00 GMT

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Vapuser wrote:

> "R.Bauer" <[R.Bauer@fz-juelich.de](mailto:R.Bauer@fz-juelich.de)> writes:

>

> (snip original question about pc .vs. unix development options)

>

>> I am using a unix system and a PC too. In the past I have written a lot of

>> sources with emacs and idl mode. As the idl developmet comes to the windows

>> platforms I am myself switched more and more to this development. The

>> difference to emacs on the unix is that it is not color coded but on the PC it

>> is.

>> This colorcoding of procedures, functions, own procedures and own functions is

>> very helpfull.

>>

>

> I'm a little unclear what you're saying here.

>

> If you're saying that the emacs development environment doesn't allow

> for color coding of procedures, functions and other syntactically

> significant strings in IDL you should check out font-lock mode

> (font-lock.el) used in conjunction with idl-mode. Font-lock mode color

> codes the items which idl-mode.el defines as syntactically significant

> (strings like PRO, FUNCTION, GE, LE, THEN, BEGIN...)

>

> I do all my development, and 90% of my running, of IDL from

> within an emacs buffer. None of the other development packages I've

> seen are as flexible or as fast, for me.

>

> If you want more information on this, send me some email and I'll

> forward you my .emacs file, to show you how to set it up.

>

> If I've misconstrued your statement, forgive the interruption.

>

>> It seems momentanly to me that's some features if neccessary or not are only

>> builded for the windows platforms e.g. a widget\_builder

>>

>

> In answer to the original question: personaly, I'd opt for the Linux

> version, which I have at home. About the only thing that might tempt

> me into switching to a windows development env is the widget builder,

> but only if I was doing a lot of production code. At the moment, I

> don't do that, I write mostly analysis routines and do command line

> data analysis. Most of my widget development is easily done by hand

> (inside the emacs/idl-mode development env) That being the case, the

> power of the unix environment tips the balance heavily in it's favor.

>

>> R.Bauer

I did a mistake, emacs is color coded but idlde I use often is only colorcoded at Windows.

R.Bauer

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