In article <MPG.11791a8932c4e085989754@news.frii.com>,
  davidf@dfanning.com (David Fanning) wrote:
> Dr. Peter Wein (wein@pcls01.fot.agfa.de) writes:
>
>> Our development group is looking for a high level image processing
>> development tool. We found two products, IDL and PVWAVE, which looked
>> for us very similar. We know that they come from same origin. But what
>> we would like to know is, if there is really any significant difference
>> in both products in performance, features, GUI, etc. Maybe they have
>> their strength in different areas?
>> For us it would be very interesting to get information about the
>> difference of both tools. Maybe there exists test reports which compare
>> them. Also pointers to sources would be appreciated.
>
> PV-WAVE doesn't have anything like objects, which are the
> most powerful programming tool introduced in IDL since
> widgets were introduced. I, frankly, don't know how I
> ever wrote a program without them. :-)
>

Sorry to only notice this discussion a month after the fact. Actually,
PV-WAVE indeed has "[something] like objects," in particular version 6.0
(circa 1996) introduced what VNI calls "VDA tools" and "graels" (graphical
elements) which seem similar to the object graphics in IDL 5.2. To be fair, I
haven't used the objects in either language, so I don't know how well they
compare. I do know that WAVE has had them at least as long as IDL, though. As
for the comparison, I have used PV-WAVE for years and only very recently
started using IDL as well. Widget programming in IDL is much eaier than in
PV-WAVE (in WAVE you need a separate callback procedure for each widget), but
I suspect you have more flexibility with widgets in WAVE. Overall, I have
found features in both languages I wish were present in the other. Finally,
WAVE does come with a debugger (wavedbg), at least on Unix.

Cheers,
Larry

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