
Subject: Re: Variable stride in array indices and other enhancements

Posted by [bowman](#) on Wed, 19 May 1999 07:00:00 GMT

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In article <3742C069.AA4EFE3C@icesat1.gsfc.nasa.gov>, Jack Saba <jack@icesat1.gsfc.nasa.gov> wrote:

> Given the post by Richard French noting that IDL 5.3 is due out in
> October, maybe it's time to send RSI a wish list.

I submitted the 'stride' request to the IDL comment form at

<http://www.rsinc.com/contactus/feedback.cfm>

Anyone care to second it?

I also submitted a request to have MAP_IMAGE handle 24-bit images (instead of having to call it 3 times, once for each image plane).

I also agree with the sentiment expressed by Struan Gray in another thread:

> That said, if history is anything to go by, 5.3 will leave intact
> the bugs identified by Moses back in version 0.1b5, while presenting a
> radical new way to 'simplify' programming on Windows 3.1 (only) which
> ensures nice long coffee breaks for any user daft enough to plot
> arrays with more than about ten elements.

RSI has greatly expanded IDL in many directions (ENVI, RiverTools, etc.), but it is still difficult to get a correct rectangular border around a simple cylindrical-equidistant global map. Every one I draw has strange artifacts.

Another thing that drives me nuts is differences between the Hershey and Postscript font character ordering. Everytime I want to convert a plot from X to PS, I have to insert special code to handle any special characters.

Another of my pet peeves - no real 24-bit support for the Postscript device.

All that said, many things have been improved in the internals over the years. I love /NAN in TOTAL, etc. I would like to see continued efforts by RSI to make every detail in IDL right. Keep reporting those bugs (I mean features)!

Ken Bowman
