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Subject: Re: Mac top level widget

Posted by [Pavel Romashkin](#) on Wed, 21 Jul 1999 07:00:00 GMT

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David Fanning wrote:

> Pavel Romashkin (promashkin@cmdl.noaa.gov) writes:

>

>> I must say that, on the good side, IDL native object

>> graphics on the screen of my Mac work just as fast as direct graphics -

>> totally unbelievable (I had not tried to print yet :-).

>

> Uh, huh. Get back in touch with us soon. :-)

No way, not on this! I am not even going to allow a user to print from this application - let them be happy it at least calculates reasonable values :-)

> I don't know one way or the other about this, but it

> sounds like a lot of other, similar bugs on this and other

> platforms. I would definitely run it by the folks at RSI.

Will do that. I heard, nobody at RSI stays on the Mac development position for too long :-)

>> P.S. I heard, Mac is the buggiest platform to run IDL :-(

>

> I heard it is the hardest operating system to write code for.

> Probably explains the bugs. :-)

I think it is the wierdest of all platforms. At least my Mac clone does not let me get bored: for instance, I can be typing and then discover that my application silently quit, without a beep or any sort of error message.

Fun, huh? I had this happened most often with MS Word - I guess MS is trying to sabotage the competitor platform ... Then I get to locate where the hell did I make the last change, before it crashed. IDL quit on me just once so far, it did not like my Macintizing of the Unix code :-)

Cheers,

Pavel

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