
Subject: Re: Experiences w/ IDL for Windows?
Posted by [jacobsen](#) on Thu, 03 Feb 1994 14:44:03 GMT
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In article <1994Feb2.192721.27923@nwra.com> mark@nwra.com (Mark Baldwin) writes:

Does anyone know of any significant problems or limitations using IDL for Windows? We are currently running IDL on various Sun workstations, and would like the same capabilities on a PC. Thanks for any comments.

I use IDL on Windows at home and IDL on RS/6000 and VAX at work.

The good side:

I can write IDL stuff at home (including widgets) and it all works the same. It's so nice to be able to write platform-independant code so easily! Even for mouse-clicking stuff...

The bad side:

I have just 8 MB of memory. IDL gets horrendously slow on the PC with large images (>256x256)

On IDL on VAX and Unix, the terminal window shows your current prompt and previous lines all together in one window. For some reason, they chose to have a one-line window for your current command and a separate window for previous commands. I don't like that.

However, using up-arrow still pulls back your previous command, so it's not so bad.

Call_external stuff is less straightforward on DOS.

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