
Subject: Re: IDL Shareware

Posted by [davidf](#) on Wed, 12 Jan 2000 08:00:00 GMT

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Ronn Kling (ronn@rlkling.com) writes:

> Anyway, I would appreciate opinions on why getting this shareware idea
> off the ground is do difficult.

I think it is partly because the idea of cross-platform compatibility, when it comes to IDL programs having anything but the most basic functionality, is a cruel myth. :-)

To take just one painful example, the recent program I offered this week, runs like a champ on my machines (Windows NT and Windows 98), but I don't think it has run at all on most other machines. It is either too big to fit on the screen, starts up with Floating Divide by Zero errors (!!!), produces phantom events, doesn't look like mine (bad OpenGL implementations in the graphics cards, usually), or simple window resizing causes complete and utter havoc. In a word, it looks like shit. Who would pay for it?

I'm so discouraged I'm thinking about going back to writing books. At least there you only have to have theoretical expertise. :-)

Cheers,

David

P.S. Let's just say that if becoming an expert involves running into and overcoming problems, that I have made a hell of a lot of head-way this week.

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