
Subject: Re: MacOS X

Posted by [Struan Gray](#) on Sat, 03 Jun 2000 07:00:00 GMT

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J.D. Smith, jdsmith@astro.cornell.edu writes:

- > 1. Do nothing and force users to run IDL in the "Classic"
- > compatibility

The nasty old cynic part of me has peered deep into his cups and announced that this will be the solution, accompanied by a doubling of the licence fee because OS X is essentially Unix.

The don't-worry-be-happy version is naive enough to take great heart from this:

http://www.rsinc.com/AppProfile/idl_Motorola.cfm

And the fact that that in the past Macs have been treated on an equal basis with other platforms (apart from the Windows-only geegaws).

I do my programming on one of the new Powerbooks, and don't hanker after a desktop G4.

One of the things I don't like about IDL on the Mac is that it is a single-threaded resource hog, which makes for frustration in a cooperative multitasking environment. It also makes it hard to, say, hook IDL up as a compute engine to a web server, or to analyse data on the same machine which runs the experiment. OS X and the rumoured multi-processing Macs will sidestep this nicely.

Struan
