
Subject: Re: Mac OSX

Posted by [K. Bowman](#) on Mon, 08 Oct 2001 17:59:17 GMT

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I know it's bad form to reply to one's own posting, but what the heck

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I would like to suggest that everyone who would like to see IDL run under Mac OS X contact RSI directly and ask them to reconsider their decision to drop OS X support. A snail-mail letter will likely have more effect, but please e-mail rather than doing nothing.

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I tracked down the original press release and have copied it below.

Ken

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Editor contacts only

Research Systems, Inc. Announces IDL for Mac OS X

First major rewrite of IDL since the original Mac version in 1993

BOULDER, Colo. - March 21, 2001 - Research Systems, Inc., a leading global developer of data visualization and application development software, announced today they plan to release IDL[®] 5.1, the Interactive Data Language, for Mac OS X.

"Both companies offer world class solutions and we feel IDL on Mac OS X will enable our customers to solve their problems and achieve their goals faster and easier than before," said Mike Scally, CEO of Research Systems. "Mac OS X brings the speed, stability and power of Unix to

IDL's Macintosh users. In combination with the G4 processor with Velocity Engine and hardware OpenGL support on cutting edge graphic accelerators, IDL on Mac OS X is a best-of-class scientific visualization application."

"Built on an open-source Unix-based foundation and offering features such as OpenGL for spectacular 3D graphics, Mac OS X delivers unprecedented stability and is the most technically advanced personal computer operating system ever," said Clent Richardson, Apple's vice president of Worldwide Developer Relations. "We are thrilled with Research Systems' support of Mac OS X, and IDL on Mac OS X will be a visualization application the scientific community will appreciate."

Research Systems' other products built on IDL will also support Mac OS X including ENVi (Environment for Visualizing Images), RiverTools (hydrology and terrain analysis), and VPI (Visual IDL Programming). This Mac OS X port will be based on IDL and plans include a fully native reimplementaion of IDL for Mac OS X using the Cocoa frameworks. It will provide increased performance and stability with plans for support of the Aqua interface, multi-processing, and extensive Velocity Engine integration. Compatibility for previous IDL versions on all platforms will be retained, allowing .pro code for Windows to run on the Mac with faster speed.

IDL for Mac OS X will also leverage the BSD underpinnings of Mac OS X and provide support for some of the best features available in the Unix operating system without the complexity of Unix programming. Some of these features include preemptive multi-processing, protected memory, networking ability and high-speed I/O.
