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Subject: Re: IDL vs PV-WAVE

Posted by [grunes](#) on Fri, 26 Aug 1994 12:56:50 GMT

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My 2 cents:

I don't know if it is because our version of PV Wave is a bit out of date, but IDL seems to have a lot more functions to read and write strange image formats. Also, at least on the SGI screen, PV Wave doesn't support true color (24 bit color) mode.

Also, IDL's TEMPORARY function could be a life saver if you have limited memory space, especially if you want to run fast. If PV-Wave has an equivalent, I can't find it. (ANYONE?)

And again they have very different free trial policies: IDL's keeps working, while PV-Wave's dies after 30 days. And when you exceed your license (I hate licenses), IDL falls back into free trial mode, which is fine if you don't need to write files (postscript files CAN be written) or spawn processes; PV Wave waits for someone to sign off.

On the other hand, I do think PV Wave might run slightly faster...

BUT: if you want your code to be portable, make sure it runs under both IDL and PV Wave. Its probably well worth the effort.

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