
Subject: Re: Other IDL / Mac advantages

Posted by [Logan Lindquist](#) on Wed, 24 Oct 2001 16:02:07 GMT

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<DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
<DIV><FONT face=Arial size=2>"Wolf Schweitzer" &lt;</FONT><A
href="mailto:wuff@swisswuff.ch"><FONT face=Arial
size=2>wuff@swisswuff.ch</FONT></A><FONT face=Arial size=2>&gt; wrote in message
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size=2>news:3BD678DC.9050505@swisswuff.ch</FONT></A><FONT face=Arial
size=2>...</FONT></DIV>
<DIV><FONT face=Arial size=2>&gt; To me, there is a misconception that some
people assume we are using <BR>&gt; Macs because of their "cutsy" interface and
that can be "over" now.<BR></FONT></DIV>
<DIV><FONT face=Arial size=2>The graphic user interface between different
operating systems is only a tool used to created by different companies to allow
you to perform work and create things using the hardware that is available to
that particular system. The major debate over the GUI's does not really matter
when the hardware aspect is not considered. THE CAUSE OF THE MAC&nbsp;OS&nbsp;VS
PC OS DEBATE IS BASED SOLELY ON WHAT GUI YOU ARE MOST FAMILAR WITH. That is
all
that should be considered. How quickly can you get the work you need to get done
on a particuar operating system is based on previous amount of time spent using
that operating system IN ADDITION TO WHAT HARDWARE YOU MACHINE HAS.
</FONT></DIV>
<DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
<DIV><FONT face=Arial size=2>&gt; An important advantage for IDL on Macintosh is
its ability to do <BR>&gt; parameter-passing with Applescript. In order to
understand the <BR>&gt; usefulness of that you need to know what other
applications also do <BR>&gt; Applescript on a Mac OS.<BR></FONT></DIV>
<DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
<DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
<DIV><FONT face=Arial size=2>This is a true statement, as you can see...
</FONT></DIV>
<DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
<DIV><FONT face=Arial size=2>*****</FONT></DIV>
<DIV><FONT face=Arial size=2><U><STRONG>IDL 5.5 Functional
Summary</STRONG></U></FONT></DIV>
<DIV><FONT face=Arial size=2><STRONG>Development & Programming
Tools</STRONG></FONT></DIV>
<DIV><FONT face=Arial size=2>Macintosh AppleScript support</FONT></DIV>
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<DIV>*****</DIV>

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<DIV>This is also supported under a windows enviroment.
</DIV>

<DIV> </DIV>

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<DIV><U>IDL 5.5 Functional
Summary</U></DIV>

<DIV>Development & Programming
Tools</DIV>

<DIV>Callable Windows
DLL</DIV>

<DIV>ActiveX control
(dual interface)</DIV>

<DIV><FONT face=Arial
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<DIV>> As Applescript would not sell without Mac OS
and we are all happy it's
> also part of Mac OS X, I think that IDL would
need to be shipped with
> Mac OS X - it is just an essential ingredient
for the scientific
> Macintosh community.
</DIV>

<DIV>I do not know the details of porting stuff that has
been written for Linux over to OS X but I wouldn't image that they would be much
different, since OS X is based on a Linux kernel. IDL already supports Linux on
Alpha's and x86. So the real question is if they already have a compilation
that is somewhat similar, and there is enough support to figure out the details
of porting the x86 Linux or the Alpha Linux over to OS X, why not start an open
sourced development of such?</DIV>

<DIV> </DIV>

<DIV>I just went and reviewed what the VP of RSI
said about this issue. </DIV>

<DIV> </DIV>

<DIV>">
> Now for the good news. In subsequent discussions with Apple they have
made
> > us aware of a commercial X-Windows library for OS X. We
are in the
> process
> > of evaluating it for use in a native
Unix/X-Windows implementation of IDL
> > and ENVI for the Mac OS X
platform. This would solve many technical
> issues
> > for
us and allow us to continue to support the Macintosh platform both
> >
natively and profitably, as it would leverage off our other Unix/X
> >
platforms. The only thing this does not accomplish is providing IDL with
a
> > new Aqua UI and widget set."</DIV>

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<DIV>So it looks like the big gripe that many of
you have is unfounded, because RSI can't afford to pay a graphic artist/computer

scientist to redesign the GUI of IDL OR they don't want to change the look because of IDL is a professional product. Thus the redesign would make the interface less professional looking. At least they are considering porting to OS X. It all then comes down to a usability issue. OS X users would have to get used to a slightly different interface. I suggest stop complaining and wait to see they decide to support it. </DIV><DIV> </DIV><DIV>Their business people are looking at the financial information related to how many Mac users buy or renew licenses each year. The decision so far seems to be a preliminary one. Business people will change their mind if it is deemed profitable for the company. </DIV><DIV> </DIV><DIV>About the pricing. If everyone would remember back to economics, the quantity/demand curves and the price/cost curves will give us some useful tool to analyze their decisions. </DIV><DIV> </DIV><DIV>Since it's software the quantity/demand curve operate a bit differently. Easy to produce once the code exists. The amount of demand gives us some idea of why it costs so much. I agree that they should reconsider their pricing structure for educational software[increase demand - lower prices], but I also think they are doing a good job of targeting the specific group of students that is mostly likely to use the language in the business environment. When compared to mathematical programs such as MatLab or Mathematica, I think that those are better targeted towards Math majors. I haven't used either extensively. The trick is to get future users to become familiar with the language. You do not do this by limiting the number of copies that an institution can buy. These future users will hopefully equal future dollars spent once they graduate and get a job. I am an example! It would be helpful if someone who actually bought an educational version to contribute to the price range we are talking about. </DIV><DIV> </DIV><DIV>That's all I have to say for now. It's lunch time and I'm hungry,</DIV><DIV> </DIV><DIV>Logan Lindquist</DIV></DIV></BODY></HTML>
