Subject: Other IDL / Mac advantages
Posted by Wolf Schweitzer on Wed, 24 Oct 2001 08:16:28 GMT
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To me, there is a misconception that some people assume we are using Macs because of their "cutsy" interface and that can be "over" now.

An important advantage for IDL on Macintosh is its ability to do parameter-passing with Applescript. In order to understand the usefulness of that you need to know what other applications also do Applescript on a Mac OS.

Neither IDL nor Applescript are easy to understand for the average teeny surfing the web maybe wanting to do "some 3D", they are great and efficient tools once you start building some way of hierarchical data storage system. I am currently working on some graphical information from medical scan images, and the progress you can make within useful time with these programming languages, passing results directly into other applications, is amazing and, also, important.

Not that this would be completely impossible on other platforms - it is just much easier to program on a higher level of abstraction. It is one whole dimension more elegant on Mac OS and Applescript.

But people do not see that aspect. Generally not. It's a "high abstraction advantage blindness".

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.

Wolf Schweitzer
Bern, Switzerland