
Subject: Re: ENVI v 3.1 for Mac
Posted by [gutmann](#) on Wed, 27 Feb 2002 20:56:05 GMT
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"Pavel A. Romashkin" <pavel_romashkin@hotmail.com> wrote in message news:<3C7BBBAE.59950CED@hotmail.com>...
> You need 5.5 for that.

ah... and ENVI 3.5 (to run on top of IDL 5.5) isn't available for the mac... While much of my work is in IDL, it is extremely useful to have ENVI around for looking at data rapidly. I suppose I should look around for some good IDL image display routines with greater functionality/ease of use than tvscl (read a graphical interface).

> This has never been an issue for me. Instant redraws is what I am used to, and I have no idea what it is to have frustratingly slow redraws of

This comes up in a few places. In OS X (and with iTunes in os9 if I recall correctly) all windows are dragged opaquely. Thus if the system is under a heavy load when you drag an opaque window across an unbuffered background window, the background window takes some time to redraw. Try dragging an iTunes window back and forth across an IDL window, you should see a "tearing" effect where white space is left underneath the rectangle that iTunes occupied.

This is particularly a problem if IDL crashes. If it crashes it CAN'T redraw it's window. This makes it difficult to debug a program if you want to leave it running in the background for a long period, then switch to it and look at the output log. yes there are more elegant methods of debugging, but on really odd bugs that only crop up on rare occasions this is sometimes easiest (and sometimes I'm just lazy).

As I said, more a cosmetic issue than anything else, but in the debugging instance it can be a pain. This strikes me as typical of using IDL in classic mode, it just feels old fashioned and unfinished.

This is not to say a good deal of useful work can not be done in this mode, most of my IDL work is, merely that it is an annoyance akin to the problems one runs into using freeware/opensource apps such as octave that just aren't quite "ready for prime time", if you will.

> on Mac I can have them anywhere on my multiple monitors, and I find it

I can see how multiple monitors would make the mac solution much more elegant.

Ethan
