
Subject: Re: Mac OS X

Posted by [MKatz843](#) on Mon, 06 May 2002 20:16:12 GMT

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Fellow Mac Users take heart.

The confusion can be cleared up with a quick trip to the Research Systems web site -- press releases.

After threatening to drop Mac OS, and a big backlash from fellow Mac users, like myself, RSI decided to go the UNIX route to Mac OS X.

The new version won't be Cocoa or Carbonized . . . it will be a UNIX version of IDL. And it will run on the Mac through Tenon's X Windows system. It will be platform *native*, it will fully support OpenGL and I believe (pray) it will be great. I checked out the trial version of Tenon's X Windows on my G4/733 and it is very nice--much nicer, I believe, than the XFree86 version.

In the mean time, I'm running IDL 5.4 in Classic mode and it works very well--no complaints. Never crashes. I'll echo the previous poster and say that there are some object graphics quirks, and drawing in object graphics is sort of slow. The funny thing is (someone please explain this to me) when I run processor intensive calculations (with no graphics) IDL actually runs about 20% faster in Classic mode than it does when I reboot and run the program from OS 9.2.1 (yes, with lots of RAM). Go Figure.

M. Katz
