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Subject: Re: changing editors?

Posted by [condor](#) on Thu, 11 Jul 2002 23:51:52 GMT

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MKatz843@onebox.com (M. Katz) wrote in message  
news:<4a097d6a.0207092347.4620d5e5@posting.google.com>...

- > IDL's Classic Mac interface is a great joy to
- > use, complete with command line (including command completion), a
- > wonderful editor with syntax coloring (even on the command line), and
- > loads of diagnostics. No need for bizarre kludges. I especially
- > appreciate the way program errors or interruptions bring your cursor
- > right to the offending line or stop point in an editor window.

All of which are old hat in emacs's idlwave environment...

- > it's a great time saver
- > over programming in a Linux/Unix emacs/vi/whatever world.

It's been a couple years since you've touched a unix, box, hasn't it?

- > With Linux, watch out of annoying, picky
- > widget/window/color/graphics/font issues and inconsistencies. In my
- > cross-platform life, I've spent days working out problems for Linux
- > that don't exist on the Mac.

Well - that seems like a slightly unfair comparison - obviously there's no debugging incompatible graphics for computers that force you to use one particular type of graphics card. The problem isn't terribly new: if you allow many different xyz, then you're buying that freedom with having to support those xyz and with having to write software that is independent of them. Half of the Linux newsgroups are full with win-people and mac-people complaining about the sheer openness of linux and half of the win- and mac- NGs are full of linux people whining how they're restricted in their choice of xyz's.

My coding philosophy has always been to support the "most common" things and then the "most up-to-date" things. And if you get slightly funny colors on your monitor, maybe I'll have time to provide for your case or then again maybe you shouldn't have bought that WeirdoXP IdioSyc Marc II graphics card that nobody has ever heard of and for which there exists no documentation on the net...

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