Subject: Re: Mac editors / development environment
Posted by K. Bowman on Tue, 01 Oct 2002 14:22:10 GMT

In article <4a097d6a.0209302222.7e90ef4d@posting.google.com>,
 MKatz843@onebox.com (M. Katz) wrote:

> I haven't yet seen what RSI is coming out with for the new IDL on OS X
> package, but IDL 5.4 (and probably 5.5 also) runs great in Classic
> mode from within OS X. Now *that's* a great environment to program in,
> and you don't have to spend any extra money. That environment saves a
> lot of time when programming and debugging. I pray that all of that
> isn't lost in transition to IDL 5.6 on OS X.

Alas, the "native" IDL for OS X and its great interface for OS X was
terminated when the OS X version of IDL was temporarily cancelled. RSI
has made clear in their OS X FAQ that the OS X version that will be
released soon is essentially the Unix version, and that it will use X
Windows for graphics rather than "native" Mac graphics.

There are some advantages to Macs being Unix. Our Mac server has been
up for over 4 months. Since upgrading to 10.2, we have not had a single
crach on any Mac.

One other small bit of Mac heresy. Junk the Apple mouse and buy a good
two-button mouse with a scroll wheel. It makes programming much easier.
The Microsoft Wheel Mouse Optical is cheap, programmable, comes with Mac
OS X drivers, and works great on my Mac.

Ken