
Subject: Re: IDLDE refresh in Windows XP (IDL 5.2.1)
Posted by [Mark Hadfield](#) on Tue, 17 Dec 2002 20:23:57 GMT
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"David Burridge" <davidb@clogic.f9.co.uk> wrote in message
news:mfDL9.1769\$h43.268177@stones...
> Mark Hadfield wrote (referring to his desire for a console-mode IDL on
> Windows):
>>
>> Actually given that all the IDL developers use IDLWAVE (D. Fanning,
>> pers. comm.) it's funny they haven't done this already.
>
> I *think* he meant all you poor souls on Unix, didn't he? We windows users
> have enjoyed the luxury of a chromacoded DE for ages! LOL

I *think* David was just making it up.

But, having diverted this thread onto one of my pet topics: I agree that
IDLDE on Windows is quite usable (whereas the few times I have used IDLDE on
Unix I've find it horrid). However the combination of IDLWAVE with XEmacs is
really quite magical, provided you can come to terms with the (X)Emacs
lifestyle. And it would be really nice to be able to make the package
complete, by running an IDL interpreter within XEmacs. I mightn't give up on
IDLDE entirely, but I would like to have the option.

Let's stress this again, just so the Unix people won't get too smug: There
is no technical reason why IDL for Windows could not include a console-mode
executable. Such an executable would be able to generate widget and graphics
windows, just like on Unix. (Just look at Python as an example.) The reasons
why such a beast does not exist are historical (IDL for Windows was first
developed on 16-bit platforms) and/or related RSI's perceptions of Windows
users' needs.

Hell, I might even submit a feature request!

--

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