
Subject: Re: IDLDE refresh in Windows XP (IDL 5.2.1)
Posted by [David Burridge](#) on Wed, 18 Dec 2002 11:20:30 GMT
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"Mark Hadfield" <m.hadfield@niwa.co.nz> wrote in message
news:ato3h6\$at4\$1@newsreader.mailgate.org...

<Snip>

> 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.

The way I understand it - and I'm **sure** I'm way behind you guys! - the Unix
IDLDE is simply a wrapper around the core IDL executable, whereas on the
Windows (and Mac?) the IDLDE **is** the Windows executable. That's why the IDL
runtime is a separate exe on windows, but a command-line switch on Unix.
Even my limited Windows API programming expertise tells me I certainly
wouldn't like to be the one to part the interface and core! I'm guessing
it'd be a close run thing between that and chromacoding on Unix as the bum
engineering task at RSI? :-)

Cheers,

Dave

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