
Subject: Re: porting IDL code to OS X

Posted by [MKatz843](#) on Thu, 10 Apr 2003 16:46:27 GMT

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> Greetings,

>

> I dumped my Windows workstation in favor of an OS X box

First of all, congratulations, and welcome.

> and now I am

> attempting to bring custom written code from IDL on Windows to IDL on

> OS X. Most of the code appears to come over just fine, however, I am

> getting errors reading graphics files within the program. Are there

> any fundamental issues I am missing here with graphics file

> compatibilities on Windows versus *nix OS's? Big vs. little endian?

> Anything else?

In my experience with GIF (IDL pre 5.5) PNG, JPG, TIFF, EPS, I've had no problems Mac/Linux/Windows. Make sure if you're using an older FTP program, to transfer the files with "binary" on. "sftp" from the OS X command line seems to either always use binary or never have a problem interpreting which is which.

For other IDL binary files, like variables saved with the "SAVE" and brought back with "RESTORE" commands, you will notice a byteshift going from Intel/AMD to Motorola. For those files, I often have to test the different byte-swapping keywords until one of them works. Fortunately, once you guess the right one, you know it forevermore.

M. Katz
