
Subject: Re: Object graphics on Windows

Posted by [Paul Van Delst\[1\]](#) on Thu, 12 Jun 2003 15:09:00 GMT

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savoie.s.p.a.m.@nsidc.org wrote:

>

> David Fanning <david@dfanning.com> writes:

>

>> M. Katz writes:

>>

>>> Although I had hoped this day would never come, I've been forced by
>>> flaky Linux hardware drivers to port my IDL GUI programs onto Windows
>>> (2000). Everything was (is) developed on Mac OS X and normally runs on
>>> a Linux machine--and I've never had any problems with that. So here I
>>> am "slumming" on a 19th century operating system and I've got some
>>> issues.

>

>>> d) Dragging the corners of widget top-level bases to resize them
>>> (with appropriate event handling routines) seems to be problematic at
>>> best.

>>

>> Uh, well, I've never found it problematic, but I'll take your
>> word for it. :-)

>

> Well, I've had incredible problems with this on linux, but because I'm
> running a "non supported" linux, SUSE8.0, they will not file a bug report.
> So if you are lucky enough to be running the right version of Red Hat, maybe
> you can file this as a bug.

RSI only supports IDL under Red Hat? Wow - I wasn't aware of that. Isn't SuSE one of the more popular linux distros out there? The only reason I ask is because there has been some (v. cheap) talk about using SuSE here rather than Red Hat ("here" is being used in as nebulous a manner as possible). I'm positive it won't happen - but the fact that the words even came up in a meeting amazed me (it is a gov installation after all :o).

paulv

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