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 <a href="mailto:red">Fanning <a href="mailto:red">red<a href="ma
>> 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.
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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 mamner 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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