Subject: Re: IDL vs Direct3D, OpenGL
Posted by David Fanning on Thu, 15 Jan 2004 18:28:19 GMT

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Michael Wallace writes:

> I don't mean to take things off-subject here, but does RSI have any
> plans to make a decent IDLDE for Linux/Unix? Or will they always leave
> it in that half-backed, unusable and ugly state? Anyway, there are many
> reasons while my primary development consists of gvim and command-line IDL.

Why would RSI want to invest time and money in this when
they have JD doing it for them for free (apparently)?
Believe me, I have never seen *anyone* at RSI on a UNIX
machine use anything except IDLWAVE to write IDL code.

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/
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