
Subject: Re: IDL vs Direct3D, OpenGL

Posted by [Michael Wallace](#) on Thu, 15 Jan 2004 17:06:39 GMT

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>> Also, IDLDE's constant crashing doesn't help the
>> development process.

>

>

> True IDLDE for unix is unusable, IDLDE for windows has been nothing but rock
> solid for me on windows 98 thru windows 2000. The only time IDLDE has
> crashed in recent memory is when external code behaves badly. I would
> suspect that this would be the case for 99% of windows users.

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.

Mike
