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Subject: Re: IDL for Windows 3.0: Any more info?  
Posted by [bradleyt](#) on Fri, 20 Mar 1992 06:00:55 GMT  
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In article <1992Mar20.034534.10318@ucsu.Colorado.EDU> bradleyt@spot.Colorado.EDU (Todd "Slan" Bradley) writes:

> In article <18MAR92.21482584@skyfox.usask.ca> howp@skyfox.usask.ca writes:

>

>> I have heard that IDL for the PC is coming out in August/92. This  
>> is what a fellow graduate student found out after talking to the IDL  
>> company (RSI). Apparently they had a beta version of IDL for DOS but  
>> it was so slow that they decided to abandon the program and the next  
>> implementation of IDL will be for Microsoft Windows 3.0.

>

>

> So you're saying it is too slow to run under DOS, so they  
> made it run under Windows 3.0? Talk about a diverging  
> solution...

As if PVI even HAS a scientific visualization solution for the PC!

>

> Todd.

> ps. I would, of course, love to hear ANY attempt to explain  
> how a Windows port is going to make any program run faster.

>

> --

> Todd "Slan" Bradley -- Postmodern Reaganomics Renaissance Man, The  
> Exception to Every Rule, An Example To All Men, The Biggest Jerk In  
> The World, Supreme Ruler Of The Galaxy, AND Captain of The Flying  
> Bitheads Ultimate Frisbee Team. (303) 443-6317 or 492-5826

Well, Todd, I suppose you'll forgive me for using your account to  
post this followup... I just can't resist!

Obviously, the previous poster is a bit misinformed. Since I have  
worked with both versions of IDL for the PC, I can attest to the fact  
that the Windows version of IDL *is* faster. Part of the reason is that  
the Windows port is simply better done than the previous PC port...  
better programming, etc. Also, since the original PC version had to have  
built-in drivers for many video cards that were not necessarily optimized,  
many users will note a speed up when they use their manufacturer-supplied  
Windows graphics drivers.

I hope that explains a bit better why the Windows version is, in many  
ways, faster than the old version. The Windows device is also much  
more like the "X" device. You can have multiple windows, cursor

control, etc. In the DOS version, you were stuck with alternating between a text-only and a graphics-only screen.

Anyway, Todd should know this information already as he has seen both versions of IDL for the PC since he is a close friend of mine and partner in industrial music crime.

Also, to correct the previous post: The Windows version of IDL has been in ALPHA testing. We got some good feedback and right now, just about everything seems to work well. We will be announcing availability of the Windows BETA release (which will include a free upgrade to the final release version) in the April IDL newsletter. I'm working on the Windows version installation and release notes now. They'll be done before I go on my well-earned vacation in early April.

Say "hi" to everyone at PVI for me, Todd!!

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