
Subject: Re: Object boundaries

Posted by [David Fanning](#) on Mon, 02 Aug 2004 21:11:42 GMT

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Michael Wallace writes:

> As I continue my IDL education, I see more and more that IDL is a
> *product* rather than a *programming language*.

I think the original concept was a "programming language for scientists". Which meant, I suppose, a dumbed down language, maybe part "product" and part "language" if you like. But certainly just that part of a language scientists could be expected to know (or learn in a relatively short time).

I'm not sure where IDL is going now. I have heard of people outside of RSI writing programs with iTools, but they have spent the past six months writing their own documentation so they can figure it out. I'm pretty sure no "scientist" is going to program in iTools (or object graphics either, for that matter), so I presume the concept now is "tools for scientists".

I think the jury is still out on whether this will be a successful strategy in the long run, but I'm not too excited about it in the near term. :-)

Cheers,

David

P.S. Have you ever wondered if it's just the Luddites who hang out here on this newsgroup. :-)

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