
Subject: Re: announcing GDL 0.8.6

Posted by [Haje Korth](#) on Tue, 23 Nov 2004 20:57:32 GMT

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wow, usually I get the comment "stupid windows users" much sooner; this time it took 24 hours. All I did is make a suggestion that would allow me and other Windows users to compile GDL without detailed C knowledge. If it compiles in the cygwin environment, it should not be that hard for someone with better C knowledge than I have to create a project file for Visual C. I understand that it is up to the developers to set the priorities. What makes GDL attractive is that it is free and I could use it on my laptop or at home. But this does not work if I have to log onto a network machine.

Haje

"Stein Vidar Hagfors Haugan" <steinhh@astro.uio.no> wrote in message news:xmzfv30jqdo.fsf@esa.nascom.nasa.gov...

>

> So?

>

> Just use your PC to log into a machine that *has* an operating system

> (loosely defined as something that allows you to log *into*, not just

> *onto* a computer) and do your work there.... I would much rather see

> time spent getting everything up to speed on unix/linux than on making

> the software work under Windows.

>

> "Haje Korth" <noemail@address.com> writes:

>

>> ...and on emore difference: 3) GDL is NOT available for Windows. Hint,

>> hint, hint...

>>

>> Haje

>>

>>

>> "Michael Wallace" <mwallace.no.spam@no.spam.swri.edu.invalid> wrote in

>> message news:10q4fko702fho26@corp.supernews.com...

>>>> Serious in a way that I do not understand what GDL does.

>>>

>>> GDL does the same thing as IDL, except 1.) not everything is implemented

>>> in GDL yet and 2.) GDL is free.

>>

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