Subject: GDL 0.8.11 just released
Posted by marc schellens[1] on Tue, 18 Oct 2005 08:57:18 GMT
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GDL - GNU Data Language, the free IDL clone.
(IDL 6.0 compatible incremental compiler capable
of running programs written in IDL)
Version: 0.8.11

GDL is now MUCH FASTER.
The actual increase in speed depends upon several factors
like program structure, called routines, processor and used
compiler but up to 60% seems not to be unrealistic.

New routines (overall more than 250 subroutines are implemented):

CONTOUR, CREATE_STRUCT, RADON, LAGUERRE, STRCMP, GAUSS_PDF, GAUSS_CVF

SYSTIME has now sub-millisecond resolution.
For the FFT procedure the FFTW library can be used (alternatively)
resulting in about twice as fast execution.

FEATURES:

FULL syntax compatibility with IDL 6.0

ALL IDL language elements are supported, including:
    _EXRA, _REF_EXTRA and _STRICT_EXTRA keywords,
    Objects, Pointers, Structs,
    Common blocks, Assoc variables,
    Arrays, System variables,
    All operators, All data types...

Compiles on Linux and Mac OS X (10.2, 10.3, and 10.4)

The file input output system is fully implemented
(Exception: For formatted I/O the C() sub-codes are not supported yet)

Most image file formats (jpeg, tiff, ...) are supported.

netCDF files are fully supported.
HDF file support.
Basic HDF5 file support.
READFITS and WRITEFITS from the IDL-Astrolib are working.

Graphical output is partially implemented. The PLOT, OPLOT, PLOTS,
XYOUTS, SURFACE and TV commands (along with WINDOW, WDELETE, SET_PLOT,

WSET, TVLCT) work (important keywords, some !P system variable tags and multi-plots are supported) for X windows, z-buffer and postscript output.

GDL has an interface to python and can be build as a python module, allowing python subroutines to be called from GDL and vice versa.

A GUI (widgets) is still not implemented yet.

HOMEPAGE:

http://gnudatalanguage.sourceforge.net

DOWNLOAD:

http://sourceforge.net/projects/gnudatalanguage/

Gaurav Khanna provides binaries for Mac OS X on his HPC page:
http://hpc.sourceforge.net

Check it out!

marc
