
Subject: Re: Introducing FL
Posted by [Craig Markwardt](#) on Tue, 04 Apr 2006 15:45:49 GMT
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"Y.T." <ytyourclothes@p.zapto.org> writes:

> Craig Markwardt wrote:
> [good stuff mercilessly snipped]
>>
>> True, but that's kind of my point. *If* we could easily translate all
>> our IDL code to Python (say), we'd have the immediate benefit of a
>> stable and supported runtime environment, where the wheel had already
>
>
> You're aware of PyDL, aren't you?

I'm also aware that PyDL development dropped off after a few months.
That is a risk when you have one or a few people developing a large
package.

> Speaking only for myself, I write stuff in IDL because I know IDL.
> That's all. That's where my "inertia" comes from. A converter that
> would produce perfect python from my IDL routines would be worthless to
> me.

I totally appreciate your sentiment. In fact, I feel the same way.
But if the translation happened behind the scenes and transparently
every time you modified your IDL .pro file, why would you need to care?

I'm not saying you should "switch" (though that was my option "a"). I
think it's possible to make the IDL->python->bytecode compilation fast
and automatic enough that people could keep their IDL language, even
though they were actually using python behind the scenes.

Craig

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