
Subject: Re: Interesting Rant

Posted by [Maarten\[1\]](#) on Wed, 15 Nov 2006 15:17:27 GMT

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Kenneth Bowman wrote:

> In article <1163597154.282197.250510@m7g2000cwm.googlegroups.com>,
> "Maarten" <maarten.sneep@knmi.nl> wrote:
>
>> * Default integer size is 16 bits (how long have computers been at
>> 32bits by now; how much code will break if you change that to 32 (or
>> even 64 bits)? How can code break on such a change? I think the code
>> was broken in the first place if it relies on this bit-size.
>
> This one, at least, can be fixed easily. Just put
>
> COMPILE_OPT IDL2
>
> in your startup.pro.
>
> I include that line in *all* procedures and functions.

Have it, do it, well something similar:

compile_opt defint32, strictarr, strictarrsubs
(the first two are the same as idl2). Still I would like it to be the
default for *all* functions. I mean, IDL2 came out how long ago?

>> * Individual floating point constants are float, not double.
>
> I'm happy with that the way it is, but I expect they could add a
>
> DEFFLOAT64
>
> option to COMPILE_OPT if enough people requested it.

That would be nice. Where was that feature request box again?

>> * Direct graphics seem to be dead, object graphics are not practical
>> for interactive use. Hello, the I in idl stands for interactive, right?
>
> I can't say that I've been born again (yet), but I am finding the iTools
> to be very useful for interactive graphics. The user interface is
> awkward in several ways, the learning curve is steep, and hardcopy output
> remains a real problem, but there are a number of really handy features
> in the iTools.

Perhaps, but as long as my primary task is to produce printable output
as well, I don't feel the need to learn *two* graphing methods. Just
give me *one* that really works. WaveMetrics got it right with Igor

around 1990, so what is itvis waiting for?

Maarten
