
Subject: Re: Interesting Rant
Posted by [K. Bowman](#) on Wed, 15 Nov 2006 14:47:08 GMT
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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.

> * 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.

> * 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.

Ken
