Subject: Re: idl bytecode
Posted by Haje Korth on Mon, 19 Feb 2007 15:19:42 GMT

JD,
Good point, haven't thought of that.

Haje

"JD Smith" <jdsmith@as.arizona.edu> wrote in message
news:pan.2007.02.17.01.13.04.913158@as.arizona.edu...
> On Fri, 16 Feb 2007 08:13:37 -0500, Haje Korth wrote:
>
>> In IDL you do not need a byte code file to run a program. When you run a
>> program it is first compiled into memory and then executed. As Craig
>> pointed out there is a possibility to create SAVE files which can among
>> other things contain byte code. Unless you have code you don't want
>> others
>> to see, save files are in my opinion a rather impractical way for
>> distributing code.
>
> The other time when bytecode is convenient is to package all your
> dependencies into one file which is guaranteed not to conflict with
> various other tools broken inclusion of AstroLib/MPFit/etc. (I know
> people have 5 versions of MPFit from ~2000 via recent releases of
> tools which "bundle" it -- ouch). If everything is in a single sav,
> and they load it, they'll be in fine shape.
>
> JD
>