Subject: Re: idl bytecode
Posted by JD Smith on Sat, 17 Feb 2007 01:13:04 GMT
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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