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Subject: Re: Windows IDL in Parallels on a MacBook  
Posted by [Dick Jackson](#) on Wed, 18 Jul 2007 19:55:12 GMT  
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Hi all,

"JD Smith" <jdsmith@as.arizona.edu> wrote in message  
news:pan.2007.07.18.17.48.14.575509@as.arizona.edu...

>> clivecook59@gmail.com writes:

>>

>>> I have purchased a Macbook and am planning on running the windows  
>>> version of IDL in parallels. Are there any tips for optimizing this set  
>>> up? I appreciate that this is not the optimal way to run idl however as  
>>> i will need to share code with other windows users i figured that it  
>>> would be easier. Also all my previous code has been written in windows  
>>> idl.

> You could run IDL under Parallels/XP as well as on the Mac, develop  
> for both from the same set directories, and easily test for  
> cross-platform-itude without visiting another machine. Pretty nice setup.  
> If you get a personal use license, you'd be able to use it for both the  
> OSX and Windows sides. All it will cost is some disk space.

This does look like a very nice idea, and I'm considering it, too. For those who  
are interested to know more about this (IMO stunning) technology, David Pogue  
wrote this in the New York Times:

<http://pogue.blogs.nytimes.com/2007/06/07/breaking-down-the-walls-between-mac-os-x-and-windows/>

Sorry I'm not adding much to the discussion, but I too would like to know of any  
'gotchas' that will prevent using a MacBook for Windows IDL development. Hmm, it  
seems that there are three technologies that look to provide this:

<http://www.parallels.com/en/products/desktop/>

<http://www.virtualbox.org>

<http://www.vmware.com/beta/fusion/>

Anyone have experience with IDL on XP or Vista on an Intel Mac?

Cheers,  
-Dick

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Dick Jackson Software Consulting  
Victoria, BC, Canada

<http://www.d-jackson.com>  
+1-250-220-6117    [dick@d-jackson.com](mailto:dick@d-jackson.com)

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