
Subject: Re: Windows IDL in Parallels on a MacBook
Posted by [JD Smith](#) on Wed, 18 Jul 2007 17:48:14 GMT
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On Wed, 18 Jul 2007 08:28:38 -0600, David Fanning wrote:

> 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.
>
> Frankly, I think it would be a LOT easier to just write the darn code in a
> cross-platform way in the first place. :-)
>
> It takes about 2 seconds longer than otherwise, and there are fewer
> surprises when your lust for a Mac overcomes your good sense.
>
> If nothing else, you will learn how to write better programs if you write
> them on your Mac.

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.

JD
