
Subject: Re: Any interest in an IDL to Python interface?
Posted by [Jason Ferrara](#) on Fri, 29 Feb 2008 00:42:09 GMT
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On Feb 28, 12:13 pm, Reimar Bauer <R.Ba...@fz-juelich.de> wrote:

>
> Hi
>
> it could be nice if something like that is added for all supported OS
> versions not only for windows.

Its our plan to support Windows, Linux, and Mac.

>
> python has lots of interesting libraries and is used as scripting
> language in many programs (OpenOffice.org, Blender, Maya, PyMOL, Gimp, etc.)
>
> The problem will be the price or do you have considered to share it free
> of charge?

It would be a commercial product. The pricing hasn't been determined yet.

>
> And another question has to be discussed too. What of idl will be left
> over if such a powerful programming language will be added to idl.
> For example this will give us the possibility to use QT4 for widgets. Or
> we never again do get "the sky is falling down miracle" because of the
> decimal data type. Or we can use python's standalone webserver or lots of
> math libraries free of charge.
>
> One has to ask himself if an idl program is mostly based on python
> modules why he has to use idl and does not do the whole job in python
> then? There are not much differences between both languages.
>
> How would the development of idl been continued if we as user could
> always use other libs?

I don't see this as being an issue.

Each language has its own strengths and weaknesses. Its not a one size fits all thing. Interoperability between languages means you can mix and match as best solves your problem, rather than having to pick one and then struggle with it for the things its not good with.

And more libraries accessible from IDL makes IDL more useful, not

less.
