
Subject: Re: Any interest in an IDL to Python interface?

Posted by [mayer](#) on Sun, 02 Mar 2008 18:57:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Mar 1, 3:49 am, metachronist <rkombi...@gmail.com> wrote:

> On Feb 29, 9:42 am, Jason Ferrara <jason.ferr...@jacquette.com> wrote:

>

>

>

>> 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.
>
> First of all this is an excellent idea.. But just curious.. what is
> the memory overhead in computationally intensive apps? Any bench
> marks? I personally am a big python advocate and learning more
> everyday! Thanks for any additional info that you can provide.
> Best wishes,
> /rk

Just adding:

Me too, plz. I love Python and would at least like to have some interoperability.

I'm also eagerly waiting for a Python-SPICE interface, then SPICE results could be fed directly into IDL's powerful plotting routines.

Or IDL's results could be fed via Python into this Python-supported 3D rendering program Blender.

Go ahead with it!

Best regards,

Michael
