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Subject: Re: ITTVIS to replace all IDL developers with robots

Posted by [d.poreh](#) on Wed, 02 Apr 2008 08:05:10 GMT

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On Apr 2, 9:52 am, karo03de <karo0...@gmail.com> wrote:

> Not bad, possibly the IDL Workbench is the result of one of the last  
> misunderstood April fools!?  
> Karsten

>

> On 2 Apr., 03:31, Chris Torrence <gorth...@gmail.com> wrote:

>

>> In a surprise announcement, ITT Visual Information Solutions (a wholly-  
>> owned subsidiary of a large corporation) has declared that it will  
>> replace all IDL developers with "Code Bots" (TM).

>

>> Bill 101 Okubo made the announcement, stating: "All our customers knew  
>> that we had at least 500 developers working on IDL. They never  
>> understood why we couldn't implement a single thing that \*they\*  
>> wanted. It was always what the other guy wanted..." With today's  
>> announcement, ITTVIS has recognized the problem. There will now be 5  
>> Code Bots, who will do all the work of the 500 developers.

>

>> "These Code Bots are great!" declared Chris 001 Torrence. "They know  
>> \*exactly\* what the customer wants. No mistakes, no Live Tools, iTools,  
>> or some such nonsense to improve productivity." Torrence also declared  
>> that IDL's path management is history. "No one wants their path  
>> managed. The IDL path should be free to do as it pleases. From now on,  
>> the entire Internet will be parsed on startup."

>

>> "Plus, the Code Bots have another advantage..." stated 001 Torrence.  
>> "No feelings to get hurt. Those IDL developers were always reading  
>> that wild and crazy newsgroup, and actually paying attention to the  
>> comments. Hah! Can you imagine it?"

>

>> After a quick DELVAR, the former IDL developers are expected to seek  
>> positions at The Mathworks. Cleve Moler seemed excited to have them -  
>> "Heck, we can always use more people. That's like 500 more toolkits we  
>> can crank out and charge for. Woo hoo."

>

>> Finally, with the change, the next version of IDL, 7.0000001, will be  
>> released on Monday at 12:01 am. It is rumored to contain 6000 new math  
>> routines, the IDL-Valhalla Bridge (codename Bifrost), and  
>> "superthreading", which will make all IDL programs run 10 times faster  
>> than native C code.

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I 100% agree whit you. It is really a nighthmare!!!!

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