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

Posted by [karo03de](#) on Wed, 02 Apr 2008 07:52:33 GMT

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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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