Subject: Re: IDL Virtual Machine Woes Posted by M. Katz on Tue, 18 Nov 2008 15:03:19 GMT View Forum Message <> Reply to Message

I think there's still a misconception out there that when you write an IDL application for other people to run on VM, that they need to download and install the IDL distribution. That is simply not necessary.

I have now installed my VM application on several different Windows and Mac machines that are not licensed for IDL and do not have IDL installed. In no cases was it necessary to download the 260 MB IDL installation from ITT. As David correctly mentioned in this thread from Oct 28 (http://tinyurl.com/66lwmk), the make_rt output is about ~50 MB. It seems to include much more than is actually necessary, so you can probably go into the subfolders and probably remove hundreds of unused routines and files, if you're picky. (Note that the distro can be much larger if you use the 64bit keyword because it seems to create 2 distributions at once.) IDL support told me that installing the full IDL on Windows may be necessary only if the OS is way out of date.

While I have not yet created the perfect 3-platform distribution CD, having a 50 MB program-distribution size that zips down to about 28 MB on Windows, means that you can distribute all three versions from three different links online, if you want.

**The most important thing I have learned is that the Windows distro cannot be created on a Mac. You have to MAKE_RT from a Windows-licensed IDL session. IDL Help does not tell you this. I do not yet know if you can successfully create the Mac distro form Windows, and I'll wait to hear from the Linux folks about their experience. When you create the Windows distro from the Mac, the VM quits with an 'error 53' or some such thing.

That said, the .sav file created from Mac or Windows can be run on Mac or Windows, once it is married to the larger portion of the distribution that was created by MAKE_RT. You can exploit this fact to create program updates that are just a few MB and include only your .sav file (if only your programs have changed.)

M.