Subject: Re: Why so serious?
Posted by Andrew Cool on Wed, 03 Dec 2008 03:33:39 GMT
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On Dec 2, 8:23 am, David Fanning <n...@dfanning.com> wrote:
> jigga1...@gmail.com writes:
>> Usually this group is deep into vectorization, optimization, and so on=85
>> except for David's occasional asides on tennis. However, does anybody
>> have any interesting/funny/random/ IDL code that makes your programs
>> more enjoyable to use?
>
> Several years ago, when Dave Burridge and I were collaborating
> on the Catalyst Library, we worked on it about 24 hours a day,
> as he was in England and about 8 hours ahead of me. He would
> work on it, turn it over to me when he went to supper and I
> had finished breakfast, and I would turn it back over to him
> when I was finished answering all my IDL newsgroup e-mail, about
> 7 AM his time, when he would start in on it again.
>
> Sometimes we would pass a number of files back and forth.
> One day, I managed to conceal an a DLL that played wav
> files, and I modified the error handler to play a short
> clip of Moe, one of the the Three Stooges, yelling "No, no, no,
> you're doing it all wrong!!" when an error occurred. That
> had us amused for quite some time. :-)
>
> If you have a Windows machine, you can download the WAV DLL
> file and the allwrong.wav sound file (among others) here:
>
>   http://www.dfanning.com/programs/bell.zip
>
> I wrote it for IDL 5.5, but I just installed it on my IDL 7
> Windows machine and it still works, and still gives me a smile. :-)
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

If that's Moe, I'll go he.

I reckon it's Shemp!!

Andrew