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Subject: Re: IDL 8.0 compile\_opt changes

Posted by [chris\\_torrence@NOSPAM](mailto:chris_torrence@NOSPAM) on Tue, 05 Jan 2010 18:58:43 GMT

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On Jan 5, 7:09 am, Reimar Bauer <R.Ba...@fz-juelich.de> wrote:

> Reimar Bauer schrieb:

>

>

>

>> Chris Torrence schrieb:

>>> Hi all,

>

>>> I'm writing to you to ask your opinion on some potential changes in  
>>> IDL 8.0. We have made some enhancements to the language to support the  
>>> new graphics functions, and to make IDL simpler to learn, especially  
>>> for new users.

>

>> Hi Chris

>

>> Happy new year to you and itvis. Thanks for asking us.

>

>>> The primary change is the use of the dot "." for object method calls.  
>>> The use of the "." for method calls is now industry standard, for  
>>> example in languages such as Java, Python, etc. For example, in IDL  
>>> 8.0, the following code will create a plot, and retrieve the first  
>>> child object:

>

>>> p = PLOT(x,y)  
>>> child = p.Get(index)

>

>> I support this change. I felt always the attempt of doing OO in idl is  
>> extremely uncomfortable and ugly compared to python.  
>> I think this change is important for new users or old users using OO in  
>> different languages.

>

> if I see this right I can't have a var plot or do we have now case  
> sensitives vars too?

>

> That is only a minor issue in comparison that I am quite sure the icg  
> idl plotlib becomes broken by removing the old direct graphics methods  
> anyway.

>

> e.g.[http://www.fz-juelich.de/icg/icg-1/idl\\_icglib/idl\\_source](http://www.fz-juelich.de/icg/icg-1/idl_icglib/idl_source/idl_work/fr_...http://www.fz-juelich.de/icg/icg-1/idl_icglib/idl_source/idl_html/gif...)  
[/idl\\_work/fr\\_...http://www.fz-juelich.de/icg/icg-1/idl\\_icglib/idl\\_source/idl\\_html/gif...](http://www.fz-juelich.de/icg/icg-1/idl_icglib/idl_source/idl_html/gif...)

>

> or[http://www.fz-juelich.de/icg/icg-1/idl\\_icglib/idl\\_source/i](http://www.fz-juelich.de/icg/icg-1/idl_icglib/idl_source/idl_work/rb_...http://www.fz-juelich.de/icg/icg-1/idl_icglib/idl_source/idl_html/gif...)  
[dl\\_work/rb\\_...http://www.fz-juelich.de/icg/icg-1/idl\\_icglib/idl\\_source/idl\\_html/gif...](http://www.fz-juelich.de/icg/icg-1/idl_icglib/idl_source/idl_html/gif...)

>

> Almost all of our publications are based on that library.  
>  
> Reimar

Hi Reimar,

We are not removing anything from IDL 8.0. All of the direct graphics routines are still there, and will work as they did before.

Cheers,

Chris

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