
Subject: IDL 8.0 and compile_opt - Update

Posted by [PaulClaytonAdams](#) on Mon, 22 Feb 2010 18:45:22 GMT

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Hello Everyone,

Back in December a question was asked here on this forum about changing IDL's default compile option to IDL2. The main reason to perform this change was to allow IDL users to use the more modern "." operator to invoke object method calls instead of the less standard "->".

We would like to thank all of you who took the time to respond to this question. As we examined the responses it became increasingly clear that although setting a default compile option of IDL2 would solve the problem, the resulting issues with backwards compatibility were too great to ignore. As a result, we have redesigned this feature so that it will be possible to use the "." syntax to invoke object methods without the need to specify any compile options. This means that we will not alter the default compile options for IDL 8.0; your current code will run fine without the need for any changes. You can also use the new "." syntax anywhere in your code.

I hope that the original post on this subject did not cause too much of a stir, but it was a great opportunity for us to solicit your feedback and ultimately choose what we felt was the best option moving forward.

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