On Sep 21, 11:40 pm, David Fanning <n...@dfanning.com> wrote:
> 1. In the IDLDE, why are the tabs now on the *bottom*
> of the windows and not the *top*!? Can I change the
> position? I feel like I'm becoming dyslexic as I
> switch between IDL 7.1 (to get some work done) and
> IDL 8 (to welcome the future).

Preferences->General->Appearance->View tab positions.

> 2. I thought I would learn about the NG by porting
> some of my DG applications. But, yowzer! Most of the
> applications I wanted to port use some kind of
> interaction in the graphics window. For example,
> draw a rubberband box, move a line, window and
> threshold, things like that. I can't seem to find
> any way to do those kinds of things and use the
> new graphics. Am I missing something? Are the
> new graphics strictly for display and not for
> interaction?

There is the new widget_window, somewhat like a draw widget, but to
contain new graphics.

>
> 3. I have noticed when I start Catalyst applications
> up (and, remember, these are all IDL objects) that
> sometimes they work, and sometimes they fail with
> strange errors. I'm not sure what is happening with
> this yet, but has anyone seen strangeness when working
> with lots of IDL objects? (I did discover a real bug
> in one program, but the others I have investigated
> seem to disappear if I reset the session and compile
> again. I know this sounds like programmer error, but
> I have reasons to think not.)

I have not noticed any problems in my Catalyst applications. In the
Tech Preview, there were some rare problems with objects getting
garbage collected when they should not (which manifested when running
IDLDoc), but those were fixed in the release version.