
Subject: Re: Machine Specific Code

Posted by [ben.bighair](#) on Tue, 26 Oct 2010 00:30:29 GMT

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On 10/25/10 7:54 PM, David Fanning wrote:

> wlandsman writes:

>

>> I find this also -- so it looks like for Macs we can avoid the
>> flashing to get the maximum useable image area, and that a program
>> GetRealScreenSize() should have separate branches for Mac, Windows,
>> and Linux.

>

> I can never find this in the IDL documentation. Maybe I'll write
> it down somewhere. How does one search for IDL running on
> a Mac in, say, a CASE statement? I presume a Mac is in
> the UNIX OS family, but if I wanted to tell a Mac from
> a LINUX or Sun box I would do... what?

>

> Could someone provide me with the contents of
> !Version for a Mac and maybe a Sun machine?

>

IDL> help, !version,/str

** Structure !VERSION, 8 tags, length=104, data length=100:

```
ARCH      STRING  'x86_64'
OS        STRING  'darwin'
OS_FAMILY  STRING  'unix'
OS_NAME    STRING  'Mac OS X'
RELEASE    STRING  '7.1'
BUILD_DATE STRING  'Apr 21 2009'
MEMORY_BITS INT     64
FILE_OFFSET_BITS
          INT       64
```