
Subject: Re: One Reason Python is not taking over for IDL

Posted by [penteado](#) on Sun, 25 Dec 2011 04:07:52 GMT

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On Dec 22, 6:22 am, Mort Canty <mort.ca...@gmail.com> wrote:

> Dunno about Mac OSX, and I'm definitely just a windows nerd, but I've
> got Python 2.7 (both 32 and 64 bit) installed on Windows 7 with
> Eclipse/Pydev for development. Also 32 and 64 bit Numpy, Scipy,
> Matplotlib and GDAL. It was easy, it was free and it's beautiful.

I also do not know about Macs. In recent, decent Linux installations Python and the most standard libraries are either already installed or can be easily installed by the package managers. Having a decent IDE with an interactive debugger working (as we have in IDL) is, in my experience, often not so easy.

But when it comes to having all the (often specific) version of all the libraries that a program needs, it can be a lot of work. I just spent days trying to do it for one particular application, trying many install options, in many different OS versions, until I eventually found (by running VMs) an installation where I could get every version of every library I needed. Now I am going to install that version in the computer where I will need the software (fortunately the computer is for that single purpose, so I have the luxury of being able to choose the particular OS version to put in it).

Then there is also the Python 2 x Python 3 issue...

So in that respect I still find IDL far more convenient. Even though object graphics (in all its forms) gets severely broken when hardware renderization is not available (a common problem with old hardware on new OS versions, or with remote access).
