Subject: Re: OS X Mavericks
Posted by cgguido on Mon, 04 Nov 2013 20:52:25 GMT

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I'd settle for DG programs running just as slowly as they used to with Mac OS X 10.8. No improvements please!

If only we knew of a well-known coyote whose graphics system seems to kinda use DG... that coyote ought to be able to persuade the "Makers" to have a looksee, no?

Meanwhile, I will try IDL 8 and report back. I guesstimate it still won't work right.

G

On Monday, November 4, 2013 1:00:35 PM UTC-6, David Fanning wrote:
> For IDL 7.2? Depends on which organization will be most effective at
>
> stifling their laughter, I guess. ;-)
>
>
>
> Cheers,
>
>
>
> David
>
>
>
> P.S. Let's just say I'm pretty sure ExelisVis is not investing a ton of
>
> resources into making sure direct graphics programs run quickly. Nor, I
>
> can imagine, is anyone making and promoting computer games as a way to
>
> sell computers. If you get anywhere, let me know. I'll hire you at twice
>
> your present salary as my sales director. :-)
>
>
>
> --
>
> David Fanning, Ph.D.
>
> Fanning Software Consulting, Inc.
>

> Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")