Subject: Re: How does IDL do ...
Posted by Liam Gumley on Fri, 02 May 1997 07:00:00 GMT
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Peter Webb wrote: [stuff deleted]

- > So, you don't get to go faster than FORTRAN. On the other hand, you
- > don't often go much slower. And your program will be working a week
- > before that other guys!

Absolutely - don't try and sell IDL on the speed of execution - just tell people it's as fast as FORTRAN. Sell it on the basis of much faster development time (once you're up the learning curve a little bit).

A few other things about IDL that I really like:

- (1) It's very easy to look at graphical output while you're developing a numerical analysis program. Often a plot of an array you are working on is much more informative than printing it as text.
- (2) As long as you follow a few simple rules, you can port that whiz-bang graphical program from a Sun to an SGI to a laptop running Linux (of course porting to a PC or MAC can be a little more complicated, especially if you use widgets). I see people here who have developed large FORTRAN applications on one Unix box that they won't even *attempt* to port to another architecture they know it will mean several weeks of frustration. Also, sharing IDL applications with your colleagues as XDR SAVE files is very useful. They don't even have to buy IDL first (grab a copy via FTP) you can get a lot done in 7 minute demo mode (it forces you to start writing programs), especially since Postscript output and HDF input/output work just fine in demo mode.
- (3) A lot of the time, it's fun! I had pretty much written FORTRAN code exclusively since I started college in 1983. In 1993 I first started using IDL, and it took a couple of years before I was writing well documented, reusable IDL procedures and functions. Now, I only use FORTRAN if I absolutely *have* to anything new that I do is in IDL. And I'd have to say that I have a lot more fun programming in IDL that I ever did in FORTRAN. Once you've got the hang of writing FORTRAN-like numerical programs in IDL, there's still a whole different world to discover when you start writing widget-based applications, which are not like anything you've created before (if you're a FORTRAN programmer like me).

Just my \$0.02 worth.

Cheers, Liam.