Subject: IDL 5.0 observations
Posted by Phil Williams on Tue, 27 May 1997 07:00:00 GMT
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I am initially very impressed with IDL 5.0. I'm still running a preview
release on my Mac (got the UNIX versions last week). Spent the weekend
playing with it and beginning to port my XDISPLAY to objects. What a
speed increase in simple stuff like window and leveling. Here are some
of my complaints/observations (I'm sure some of you have the same ones)

1) Still need better manuals. (There are still places where the ;
comments from code didn't get removed).
2) Better online help (at least on the Mac).
3) There still has to be consistancy in keyword usage. i.e. IDLgrWindow
has keyword COLORMODEL, but WIDGET_DRAW has COLOR_MODEL! Why?
4) I love the fact that I can do a = (b = intarr(10)) now.
5) help,output=helpSTR is much better than using a seperate function.
6) Pointers are much better than the handles they replace (same
observations made by others here previously).

That's all I can think of for the moment...

Stay tuned for an objectified version of XDISPLAY soon (I hope!)

Phil