
Subject: Re: IDL UNIX->PC code compatability
Posted by [mgs](#) on Fri, 20 Jun 1997 07:00:00 GMT
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In article <MPG.e13540358c83a399896b6@news.frii.com>, davidf@dfanning.com
(David Fanning) wrote:

> Scott Gennari writes:

>

...

>> It's just too bad an IDL/ENVI license will cost more than the PC. That

>> seems warped to me.

>

> Even a 266 MHz PII is just a doorstop without software. Seems to
> me that a large part of the value of any system is the software
> you put on it. The question is, do you save \$1500 of time and
> effort using IDL as opposed to doing whatever it is you do some
> other way. Maybe you could write C programs. How much time and
> effort do you think it would take you to learn to write your
> programs in Visual C++? In my situation, I would probably starve
> before I figured it out. Makes IDL look like a bargain, at least
> to me.

I had a short contract last year writing some C++. First I was told to use
any language I wanted (including PV-WAVE), so I wrote it in Bourne Shell. I
finished in a week. Then they said it had to be written in C++. So a month
later I had mimicked my shell program in C++. No additional functionality
(except being faster - which was not a concern/priority). Not to mention
the shell was free and the C++ environment was over \$2K.

Same company, previous year, different project: I pushed for the purchase
of ENVI for the project. The project didn't have the money for it - all
software purchases were on hold. Of course many of the built-in ENVI
functions had to be recreated in IDL and/or C++. At the cost of probably
\$30K, as opposed to \$6K.

Regardless of the package, prices get lost in the noise very quickly when
you consider the time savings.

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Interactive Visuals
<http://ww2.sd.cybernex.net/~mgs/>