
Subject: Re: IDL Shareware
Posted by [davidf](#) on Wed, 12 Jan 2000 08:00:00 GMT
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Ronn Kling (ronn@rlkling.com) writes:

> Anyway, I would appreciate opinions on why getting this shareware idea
> off the ground is do difficult.

I think it is partly because the idea of cross-platform compatibility, when it comes to IDL programs having anything but the most basic functionality, is a cruel myth. :-(

To take just one painful example, the recent program I offered this week, runs like a champ on my machines (Windows NT and Windows 98), but I don't think it has run at all on most other machines. It is either too big to fit on the screen, starts up with Floating Divide by Zero errors (!!!), produces phantom events, doesn't look like mine (bad OpenGL implementations in the graphics cards, usually), or simple window resizing causes complete and utter havoc. In a word, it looks like shit. Who would pay for it?

I'm so discouraged I'm thinking about going back to writing books. At least there you only have to have theoretical expertise. :-)

Cheers,

David

P.S. Let's just say that if becoming an expert involves running into and overcoming problems, that I have made a hell of a lot of head-way this week.

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Subject: IDL Shareware
Posted by [ronn](#) on Thu, 13 Jan 2000 08:00:00 GMT
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All,

I would like to voice my support to David Fanning's post on the idea of shareware. I have had a few programs available on my site for awhile, but no one has bought any. Plus, I notice that no one has replied to David's post.

I am curious as to why.

As David correctly points out, shareware programs would be high quality, useful items for a VERY reasonable price. Just think about it, \$30.00 for a program that took 100 hours to write? From my point of view, shareware exists to provide a service to the IDL community while providing some recompense for those whose livelihood depends upon IDL programming like David and I.

Anyway, I would appreciate opinions on why getting this shareware idea off the ground is so difficult.

-Ronn

--

Ronn Kling

Ronn Kling Consulting

email: ronn@rlkling.com

Application Development with IDL book at : <http://www.rlkling.com>

Shareware and Freeware at: <http://www.rlkling.com/>

Sent via Deja.com <http://www.deja.com/>

Before you buy.

Subject: Re: IDL Shareware

Posted by [John-David T. Smith](#) on Tue, 18 Jan 2000 08:00:00 GMT

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Ronn Kling wrote:

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A fly in the ointment of this shareware idea: Most IDL programs that I know

about are produced by researchers supported by government grants, or corporate expenditure. Certainly some IDL users have their own companies, or do IDL work at home, and in private, but the vast majority of contributed IDL libraries (e.g. the excellent NASA lib) would not be permitted to be sold, as they are technically the intellectual property of the government or corporate agency in question. Now, seldom is this attitude enforced for code which is given away, since this represents a purely altruistic offering, but if an individual wanted to make money on programs he had developed while under the employ of a government agency (including under grant) or corporation, that might raise some eyebrows.

JD

--

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Subject: Re: IDL Shareware

Posted by [gross](#) on Sun, 23 Jan 2000 08:00:00 GMT

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Hi...

I do some small amount of IDL work, all of it related to medical imaging. One of the problems is that I write a lot of "one-off" solutions to solve particular (peculiar ?) problems...so most if not all of my stuff would be of no use, and of no interest, to anyone else.

Since IDL is primarily used for algorithmic prototyping, my guess is that a lot of IDL coders are in the same group...highly specialized programs that don't travel well.....

On Tue, 18 Jan 2000 12:48:09 -0500, "J.D. Smith"
<jdsmith@astro.cornell.edu> wrote:

> Ronn Kling wrote:

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