
Subject: Re: Impressions on IDL for Macintosh?
Posted by [noymer](#) on Mon, 03 Jul 2000 07:00:00 GMT
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(on Linux) why don't you just use IDL mode in emacs?

- Andrew
noymer@my-deja.com

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Subject: Re: Impressions on IDL for Macintosh?
Posted by [Paul Woodford](#) on Mon, 03 Jul 2000 07:00:00 GMT
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General comments: I use IDL 5.3 on Macintosh, Linux, and, to a lesser extent, Windows. I prefer IDL on the Mac, partially because I prefer the Mac in general. The built-in IDL editor is clearly better on the Mac than on Linux or Windows. I find a whole host of HI annoyances in the Windows version, but people who like Windows may not.

I cannot think of any bug that I have found in the Mac version that has not also been present in Linux version. I have found two bugs (one HI, one numeric) in the Linux version that were not present in the Mac version.

The development environment in the Linux version of 5.3 is much less stable than it has been in previous versions, but I have not been able to figure out any clear pattern to its crashes. For now I have reverted to the terminal version and am hoping that 5.4 is better.

In article <bknaepenYYY-8FC0AE.11205403072000@news.ulb.ac.be>, Bernard <bknaepenYYY@ulb.ac.be> wrote:

> 4) Variable watch doesn't display anything if it was not left open the
> last time IDL was quit (it can be activated by defining a variable with
> the prompt line when the window is already active)

This bug is also present in IDL for Linux, so I don't think it's Macintosh-specific. I've not had an opportunity to test for this bug on Windows.

--
Paul Woodford, Ph.D.
Essex Corporation

Subject: Re: Impressions on IDL for Macintosh?
Posted by [Bernard](#) on Mon, 03 Jul 2000 07:00:00 GMT
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In article <8jp2td\$pi5\$1@nnrp1.deja.com>, reardonb@my-deja.com wrote:

> Bernard,
> what sort of bugs? please specify. I've noticed that some widgets do not
> appear as nicely on the mac as on the PC. The widget_table comes to
> mind. However, there are a lot of keyword settings for the widget_table
> so perhaps I am not setting something right. I (and the rest of the
> group) would be interested to here what problems you have run into.
> -Brian
>
>
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1) Impossibility to directly print in landscape mode.

2) Bug in import ascii macro: last fied missing in last step of importing.

3) When producing mpeg files with large image sizes, IDL memory allocation memory grows (say from 24Mb to 40Mb or more depending on size of images) and that memory is not returned when mpeg sequence is closed. (On the Mac I've never seen an application eat up more memory than what was allocated at launch time.)

minor bugs:

4) Variable watch doesn't display anything if it was not left open the last time IDL was quit (it can be activated by defining a variable with the prompt line when the window is already active)

5) When importing ascii variables with ascii_template, the window that appears is positioned completely off-screen and to shrinks at every click of the mouse.

6) The button to move up in the directory hierachy in the import image macro is inactive. (can be activated by first chosing a subdirectory).

Since all these bugs are present in rather basic functions, I am a bit concerned about the overall quality of the Macintosh port of IDL.

Bernard

Subject: Re: Impressions on IDL for Macintosh?

Posted by [reardonb](#) on Mon, 03 Jul 2000 07:00:00 GMT

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Bernard,

what sort of bugs? please specify. I've noticed that some widgets do not appear as nicely on the mac as on the PC. The widget_table comes to mind. However, there are a lot of keyword settings for the widget_table so perhaps I am not setting something right. I (and the rest of the group) would be interested to here what problems you have run into.

-Brian

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