Subject: Re: idlde on mswin vs unix
Posted by Rick Towler on Fri, 29 Mar 2002 22:21:23 GMT
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"Robert Stockwell" <rgs1967@hotmail.com> wrote:

> Under linux however it simultaneously sucks and blows .
> I can't believe what a lousy ugly piece of code the linux-idlde is.

Agreed, but don't limit your distaste to only the linux version! Pretty
much all of the Unix based versions "suck and blow". Although lack of
decent accellerated 3d support drove me from linux to the Evil OS, win-idlde
was a nice bonus.

> 2) is there any way to get rid of the strange 'end of line'/'carriage
return'
> symbols(they look sorta like an "r")that appear when the file is edited
under windows.
> In my idlde editor, these are all over the place and it (along with the
lack of syntax
> coloring) make it annoying to read.

I think this is due to your choice of font. I just fired up IDLDE on
Solaris and found that if I chaged the editor font from the default adobe to
a bitstream courier I lost my little r's.

Sorry I can't help with your other questions.

-Rick

Subject: Re: idlde on mswin vs unix
Posted by Robert Stockwell on Sun, 31 Mar 2002 17:22:59 GMT
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Rick Towler wrote:

> I think this is due to your choice of font. I just fired up IDLDE on
> Solaris and found that if I chaged the editor font from the default adobe to
> a bitstream courier I lost my little r's.
>
> Sorry I can't help with your other questions.
>
> -Rick

Ah, nice! Thanks for the tip.

And let me expand my distate to the font selection dialog box. UGH!

Cheers,
bob

I think they must have found a co-op undergrad comp sci major to
write the *nix idlde. :)

I sure hope they hire a real programmer to do the next version.