
Subject: Re: Mac editors / development environment
Posted by [Kenneth P. Bowman](#) on Tue, 01 Oct 2002 00:08:09 GMT
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In article <20020930181550619-0500@laika.space.umn.edu>,
Doug Rowland <rowland@fields.space.umn.edu> wrote:

> I'm starting a new IDL project on Mac OS X and was wondering if anyone
> can help me with suggestions for a good development environment / editor.
>
> The caveat handed down by my employer:
>
> No "weird"/*NIX software. Make it mainstream. Don't worry about
> spending a little money.
>
> My background is mostly amateur software development, using vi and IDL
> on Solaris.
>
> I have a copy of BBEdit Lite, but haven't found a language module.
>
> Mostly, I want a "mainstream" editor that knows about IDL, at least as
> far as syntax coloring. I am also looking for a "mainstream" version
> control / documentation system. My ideal would be something like
> Project Builder that knows about IDL.

I use the full version of BBEdit, mostly because I like a really good point-and-click editor. Unfortunately, BBEdit does not know IDL syntax. I never cared that much for syntax coloring anyway. It's like the rainbow color table, it emphasizes things that don't really need to be emphasized. I just make sure that IDL words are uppercase, while variables are lower case, and I indent and comment carefully.

I have asked Barebones to add an IDL mode, but IDL occupies such a tiny part of their universe that it is not likely to ever happen. BBEdit is definitely "weirder" than any Unix-ism like vi or emacs (just because it's a Mac application). BBEdit does allow you to create file groups (something like projects). It does not allow you to set breakpoints and so on like you can in the DE.

You can use the the Unix IDLDE environment, but then you are stuck with the X Windows DE (yuck).

So, having offended a long list of people (X Windows fans, vi fans, etc.), maybe I need to go learn emacs. ;-)

If money isn't a problem, get a Cinema display. It will compensate for a lot of problems with the interface. ;-)

Ken

Subject: Re: Mac editors / development environment
Posted by [MKatz843](#) on Tue, 01 Oct 2002 06:22:22 GMT
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I haven't yet seen what RSI is coming out with for the new IDL on OS X package, but IDL 5.4 (and probably 5.5 also) runs great in Classic mode from within OS X. Now *that's* a great environment to program in, and you don't have to spend any extra money. That environment saves a lot of time when programming and debugging. I pray that all of that isn't lost in transition to IDL 5.6 on OS X.

M. Katz

Subject: Re: Mac editors / development environment
Posted by [K. Bowman](#) on Tue, 01 Oct 2002 14:22:10 GMT
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In article <4a097d6a.0209302222.7e90ef4d@posting.google.com>, MKatz843@onebox.com (M. Katz) wrote:

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Alas, the "native" IDL for OS X and its great interface for OS X was terminated when the OS X version of IDL was temporarily cancelled. RSI has made clear in their OS X FAQ that the OS X version that will be released soon is essentially the Unix version, and that it will use X Windows for graphics rather than "native" Mac graphics.

There are some advantages to Macs being Unix. Our Mac server has been up for over 4 months. Since upgrading to 10.2, we have not had a single crash on any Mac.

One other small bit of Mac heresy. Junk the Apple mouse and buy a good two-button mouse with a scroll wheel. It makes programming much easier. The Microsoft Wheel Mouse Optical is cheap, programmable, comes with Mac OS X drivers, and works great on my Mac.

Ken

On Mon, 30 Sep 2002 17:08:09 -0700, Kenneth P. Bowman wrote:

> In article <20020930181550619-0500@laika.space.umn.edu>,
> Doug Rowland <rowland@fields.space.umn.edu> wrote:
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>

I'll just chime in like a dully familiar choral refrain in a drawn out opera: IDLWAVE for Emacs might just be what you're looking for (idlwave.org). There is some news to report: we will soon be testing out the package on (X)Emacs for MacOSX, and are hoping the next update will be fully "OSX Certified". This includes running IDL as a sub-process of Emacs in shell mode, since RSI has assured us a command-line version will be part of the IDL for OSX release. Since you'll have to install an X Server to run IDL under OSX anyway, getting Emacs will be no trouble. Of course, learning your way around the varied and extensive landscape of that editor cum lifestyle-choice is another matter...

JD
