
Subject: IDL 5.6, MacOSX, IDLWAVE, Xemacs, and suicide
Posted by [dbowman](#) on Thu, 16 Jan 2003 02:25:40 GMT

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I've been spending several days trying to get IDL 5.6 and all of the ancillary programs up and running on my G4 tower. After much pulling of hair and gnashing of teeth, I was able to get it going. Of course, I soon discovered that the "new and improved" (HA!) version does not include the wonderful (or at least functional) editor that was standard in the old Mac Classic version (5.5). After reading through the many postings of the wise and learned seers on this newsgroup, I've decided that the best option is to install Xemacs and IDLWAVE.

3 days later, I'm ready to switch to matlab.

Can somebody tell me an easy, straightforward way to install a Xemacs and idlwave? Please, treat me as the complete moron that I feel like. Include things like web sites where the programs can be downloaded. I'm sure this would be appreciated by many other stranded Mac IDL users.

Thanks in advance.
David

Subject: Re: IDL 5.6, MacOSX, IDLWAVE, Xemacs
Posted by [Carsten Dominik](#) on Fri, 17 Jan 2003 08:07:50 GMT

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>>>> > "DB" == David Bowman <dbowman@fullerton.edu> writes:

DB> It's still a pity to lose the old built-in editor. It was so much
DB> simpler to have everything in one package.

Well, there still is IDLDE which does everything in one package, if that is your main priority.

- Carsten

Subject: Re: IDL 5.6, MacOSX, IDLWAVE, Xemacs, and suicide
Posted by [Pavel A. Romashkin](#) on Fri, 17 Jan 2003 16:49:20 GMT

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(Pavel, with evil grin) -

Heh, I refused to upgrade to OSX :-\$ All my code runs just fine. One version behind. Big deal...

Cheers,
Pavel

David Bowman wrote:

> SNIP
>
> 3 days later, I'm ready to switch to matlab.

Subject: Re: IDL 5.6, MacOSX, IDLWAVE, Xemacs
Posted by [JD Smith](#) on Fri, 17 Jan 2003 21:42:49 GMT
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On Fri, 17 Jan 2003 01:07:50 -0700, Carsten Dominik wrote:

>>>> >> "DB" == David Bowman <dbowman@fullerton.edu> writes:
>
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> DB> simpler to have everything in one package.
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> Well, there still is IDLDE which does everything in one package, if that
> is your main priority.
>
> - Carsten

From my point of view, IDLWAVE does everything "in one package". It is every bit as complete a development environment for IDL as IDLDE is. It just happens to be an external project.

But I suppose you know all this;)

JD

Teaser - For those who check the IDLWAVE website everyday for new releases, a *big* new release with a new doc system, debugger and more will be available sometime in the not too distant future.

Subject: Re: IDL 5.6, MacOSX, IDLWAVE, Xemacs
Posted by [Carsten Dominik](#) on Sat, 18 Jan 2003 20:08:32 GMT
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>>>> > "JS" == JD Smith <jdsmith@as.arizona.edu> writes:

JS> From my point of view, IDLWAVE does everything "in one package". It is
JS> every bit as complete a development environment for IDL as IDLDE is. It
JS> just happens to be an external project.

JS> But I suppose you know all this;)

Of course you are right. What I meant with "in one package" is: you just install IDL and that is it. No additional packages (except for X11) to download and install.

- Carsten

Subject: Re: IDL 5.6, MacOSX, IDLWAVE, Xemacs
Posted by [Paul Woodford](#) on Sun, 19 Jan 2003 04:23:07 GMT
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In article <qzu7kd4td0p.fsf@sand.science.uva.nl>,
Carsten Dominik <dominik@_DROP_THIS_science.uva.nl> wrote:

>>>> >> "DB" == David Bowman <dbowman@fullerton.edu> writes:
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> DB> It's still a pity to lose the old built-in editor. It was so much
> DB> simpler to have everything in one package.
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> Well, there still is IDLDE which does everything in one package, if
> that is your main priority.

The built-in editor on the pre-5.6 Mac IDL is much, much better than the unix editor. I do most of my crunching on cheap Linux/Intel boxes, but I develop on my Mac. If I ever upgrade to 5.6, I expect that I will last all of 5 minutes with the editor before I feel compelled to start re-learning emacs finger gymnastics.

Paul

Subject: Re: IDL 5.6, MacOSX, IDLWAVE, Xemacs
Posted by [dbowman](#) on Sun, 19 Jan 2003 19:29:18 GMT
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Paul Woodford <cpwoodford@spamcop.net> wrote in message news:

>
> The built-in editor on the pre-5.6 Mac IDL is much, much better than the
> unix editor. I do most of my crunching on cheap Linux/Intel boxes, but
> I develop on my Mac. If I ever upgrade to 5.6, I expect that I will
> last all of 5 minutes with the editor before I feel compelled to start
> re-learning emacs finger gymnastics.
>
> Paul

I have to agree with Paul. The pre-5.6 Mac IDL editor was really quite good. I'll probably follow Paul's example and continue to develop on 5.5. I've simply no desire to relearn all of the emacs "finger gymnastics". I know all of the computer science types swear by emacs (object graphics, etc.), but IMHO the power of IDL was how easy and accessible it *was* for the rest of us. It's clearly moving away from that model.

David
