Subject: porting IDL code to OS X

Posted by bryan.jones on Thu, 10 Apr 2003 01:50:44 GMT

Greetings,

I dumped my Windows workstation in favor of an OS X box and now I am
attempting to bring custom written code from IDL on Windows to IDL on
OS X. Most of the code appears to come over just fine, however, I am
getting errors reading graphics files within the program. Are there
any fundamental issues I am missing here with graphics file
compatibilities on Windows versus *nix OS's? Big vs. little endian?
Anything else?

Best Regards,

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