
Subject: Re: IDL 3.6.1 A lot of bugs and annoyance

Posted by [stl](#) on Wed, 27 Jul 1994 16:02:13 GMT

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In article <3155u4INNfj0@maz4.sma.ch> Andreas Oberreuter <ao@eurad.uni-koeln.de> writes:

> idlusers-news-gateway:

> id AA04374; Wed, 27 Jul 94 10:30:48 +0200

> (5.67b/IDA-1.5 for idlusers@maz.sma.ch); Wed, 27 Jul 1994 10:28:45 +0200

>

> Hallo IDL - Users !

>

Just a couple responses to this posting.

I do agree that the license stuff is a pain.... (I think its gonna change...)

> 4. The appearance has changed from (in our case) OPENWIN to

> MOTIF.

> That's not tragic, but all our widget applications lose

> their appearance as they were designed to.

> (We use IDL 3.x.1 on SUN with SunOS 4.1.1 - 4.1.3 and

> Solaris 2.3)

> a) In many cases (WIDGETs) the switches /ROW or /COLUMN are

> exchanged. Why?

Also, NOTE: 3.1 used a different widget toolkit, and after 3.5 switched to Motif (which I for one am really happy about!) As for widgets reacting a little different, some do. As for the applications looking different, well here is the solution:

I have found that between 3.1 and 3.5 the usage of row=# and column=# keywords have changed! The most portable way is to simply use /row or /column and simply build and stack as you go. (I beleive this is how you must do it in most languages) And yes this is a pain in the butt if you wrote code before the otherway. Hope this helps some on that point.

In article <3155u4INNfj0@maz4.sma.ch> Andreas Oberreuter <ao@eurad.uni-koeln.de> writes:

> d) Many WIDGET doesn't appear or not in the right way on the

> screen.

See my comments above..

But think of all the fixes and the GREAT stuff that 3.6.1 comes with. Its awesome, and wait to you see the next release, I here there is some incredible stuff comming.... and and...

Another bonus is finally being able to make widgets that meet the requirements of style guides. (now OSF/Motif). Finally we can make standard windows and buttons and and...

-stephen

--

Stephen C Strebel / SKI TO DIE
strebel@sma.ch / and
Swiss Meteorological Institute, Zuerich / LIVE TO TELL ABOUT IT
01 256 93 85 / (and pray for snow)

Subject: Re: IDL 3.6.1 A lot of bugs and annoyance
Posted by [Utermann\[1\]](#) on Fri, 29 Jul 1994 13:22:37 GMT
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In article <3155u4INNfj0@maz4.sma.ch>, Andreas Oberreuter <ao@eurad.uni-koeln.de> writes:

|> idlusers-news-gateway:
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|>

[stuff deleted]

|> 6. Every release the same procedure: We have to change our
|> license.dat file. CreaSo announced before: You have not
|> until V 4.0, but it happens again. When we ask them for the
|> new password, they couldn't respond directly, because they
|> had to call GB for a new one. My question is: When RSI
|> knows, that a new release is coming and finally installed
|> on their server, why do they not send a list of all new
|> passwords to their distributors? It's no question, that
|> after upgrading all customers call their dealer. Why having
|> such an annoying delay?

It was no problem to use the same license.dat from our 3.5
installation (I do not remember the upgrades before). I cannot say
anything to the claimed bugs at the moment, as I need to upgrade
my systems to Motif1.2 (I am currently at 1.1.4 and IDL3.6.1 crashes
with that, whenever a window application is called).

I agree, that it is annoying to look for the new distribution every
couple of days. It's not that much time to launch a two-liner "IDL3.6.1
ist available..." to a mail-alias of all their IDL customers.

- Ralf

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