
Subject: Re: GDL - a little uppdate...

Posted by [David Fanning](#) on Sat, 23 Apr 2005 02:39:41 GMT

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Y.T. writes:

> I'll let y'all know if/when I ever manage to get this working.

Oh, dear. Maybe this isn't going to be as easy as we all thought. :-(

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: GDL - a little uppdate...

Posted by [Ken Mankoff](#) on Sat, 23 Apr 2005 16:51:26 GMT

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On Fri, 22 Apr 2005, Y.T. wrote:

> The more I think about it, the more obvious it appears to me to
> write an IDL clone in python,

You might want to check out PyDL: <http://vingilot.org/pydl/>

But if you took the source and started coding, I think you would have a lot of work to do before it worked as well as GDL does. And both of those are only a fraction of the way to an IDL clone, so don't expect much.

> Well, I haven't given up yet and I'm still trying -- but this
> obviously requires a pretty hefty pot of coffee before it'll run
> anywhere...

For me it just requires 1 line and about 30 minutes:

```
% fink install gdl
```

I try to skip the coffee as the caffeine just makes me jumpy.

As for why its done the way it is done... Obviously I can't answer for Marc. But sometimes I do projects on obscure hardware and OSes or use strange development environments/languages just because thats what I know, or thats what I want to learn, or thats what I feel like.

-k.
