
Subject: Re: 6.3 reactions?

Posted by [Michael Galloy](#) on Tue, 02 May 2006 05:52:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Richard G. French wrote:

- > To those of you who have gotten IDL 6.3 up and running, what are the new
- > features that those of us still using 6.2 are missing? I watched the RSI 5
- > minute video but I couldn't understand most of the acronyms, so I think they
- > have a different target audience in mind.

Everyone will have their own favorites, but I think the IDL-IDL bridge will be a feature that really adds something to IDL. It will allow you to start new "threads". So, for example, to do some processing while the controls of your GUI are still responsible to user interaction. Or simply to farm out several different tasks to run independently.

There is now a seventh iTool, iVector, to handle vector field data.

Drag and drop between tree widgets and draw widgets is neat and should simplify some user interfaces.

I'm pretty excited to see whether or not Motion JPEG 2000 is as great for animations as it seems at first glance. MPEG has always seemed to be a bad format for scientific visualization; Motion JPEG 2000 corrects a lot of its weaknesses.

There's a fair amount of stuff if you do external development involving Java or COM.

Of course, there is other stuff. See <http://rsinc.com/idl/whatsnew.asp> for more information, but it sounds like you looked there already. There is one more really cool thing (in my decidedly minority opinion), but I have to check to see if it made it.

Mike

--

www.michaelgalloy.com

Subject: Re: 6.3 reactions?

Posted by [Mark Hadfield](#) on Tue, 02 May 2006 21:58:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Michael Galloy wrote:

- > I'm pretty excited to see whether or not Motion JPEG 2000 is as great
- > for animations as it seems at first glance. MPEG has always seemed to be
- > a bad format for scientific visualization; Motion JPEG 2000 corrects a
- > lot of its weaknesses.

I did some quick experiments: Files take a long time to write (with default parameters). I haven't found anything (other than IDL and a few high-end video editing programs) that will read them.

In my experience the best format for scientific animations by far is AVI (Microsoft Video 1 codec, set quality to a highish value like 85%).

--

Mark Hadfield "Kei puwaha te tai nei, Hoesa tahi tatou"
m.hadfield@niwa.co.nz
National Institute for Water and Atmospheric Research (NIWA)

Subject: Re: 6.3 reactions?
Posted by [JD Smith](#) on Fri, 05 May 2006 01:02:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Tue, 02 May 2006 05:52:53 +0000, Michael Galloy wrote:

- > Richard G. French wrote:
- >> To those of you who have gotten IDL 6.3 up and running, what are the new
- >> features that those of us still using 6.2 are missing? I watched the RSI 5
- >> minute video but I couldn't understand most of the acronyms, so I think they
- >> have a different target audience in mind.
- >
- > Everyone will have their own favorites, but I think the IDL-IDL bridge
- > will be a feature that really adds something to IDL. It will allow you
- > to start new "threads". So, for example, to do some processing while the
- > controls of your GUI are still responsible to user interaction. Or
- > simply to farm out several different tasks to run independently.

Does this really start an entirely new IDL process, or is there some kind of lightweight user-accessible threading support now available? I'm imagining the kind of havoc which could result if multiple user threads vie for window ids and other common resources.

JD
