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Subject: Workbench Graphics

Posted by [BG](#) on Fri, 19 Dec 2008 20:00:44 GMT

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Hey all,

I'm a working physicist using IDL in both \*nix and OSX environments. My group has basically been using an Emacs editor along with IDLWAVE (I have, at least. Others still using a \*nix command line interface with their script code). Because of this, we haven't every really seen the need to update past 6.1x, until the whole debacle with the flavor of Fedora that we were using started crashing when we tried to use TV-base routines. I've just recently upgraded us to IDL 7.0 (last week), so now the back-end of our IDL code now behaves as it did a year ago.

My question is this:

I've just been at a conference where we saw the latest-greatest build of the IDL Workbench running on a Windows machine. My office-mate and I looked at each other and at all of the slick features in the Workbench that would make our lives easier (we do a lot of direct graphics, but iTools and Workbench would make our lives a whole lot easier).

You can imagine my distress when I came home, downloaded the newest version of Workbench for my home computer (in demo mode), and found that all of the slick graphics in the Windows interface looked a lot more like it's based on 10 year-old \*nix XWindows graphics. What gives? Is it really that hard for ITT to develop a GUI that actually looks like it takes advantage of the modern UI of non-Windows operating systems?

Or do I just expect too much as someone who refuses to use Windows?

Cheers,

-BG

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