Subject: Distributing code in IDL 7.1

Posted by Michael Galloy on Wed, 03 Jun 2009 22:30:07 GMT

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The features I was most interested in (after 24-bit PostScript) where a couple of related features to make distributing code, particularly cross-platform DLMs, easier. Here's a brief run-down of the features:

http://michaelgalloy.com/2009/06/03/idl-71-distributing-code .html

If you are familiar with the Workbench update mechanism already, here is the update URL for the example code (otherwise, read the article):

http://updates.idldev.com/dist_tools

Here's the documentation for the code I'm distributing:

http://docs.idldev.com/dist_tools

The code consists of some routines and classes useful for distributing code to others (yes, quite "meta" to distribute code making distributing code easier!): a preference system, a logging framework, and a few other miscellaneous routines I use in nearly every application I write.

Mike

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www.michaelgalloy.com Associate Research Scientist Tech-X Corporation

Subject: Re: Distributing code in IDL 7.1

Posted by JDS on Mon, 08 Jun 2009 17:21:04 GMT

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On Jun 3, 6:30 pm, mgalloy <mgal...@gmail.com> wrote:

- > The features I was most interested in (after 24-bit PostScript) where a
- > couple of related features to make distributing code, particularly
- > cross-platform DLMs, easier. Here's a brief run-down of the features:
- http://michaelgalloy.com/2009/06/03/idl-71-distributing-code .html
- > If you are familiar with the Workbench update mechanism already, here is
- > the update URL for the example code (otherwise, read the article):

Just so I'm clear... this is just a fancy way to distribute precompiled code libraries to different architectures? What would really be fantastic is a cross-platform compiler packaged with IDL, and used to compile C code on any platform, without shifting that burden to the author.

JD

Subject: Re: Distributing code in IDL 7.1 Posted by Michael Galloy on Mon, 08 Jun 2009 19:05:59 GMT View Forum Message <> Reply to Message

JDS wrote:

- > Just so I'm clear... this is just a fancy way to distribute pre-
- > compiled code libraries to different architectures? What would really
- > be fantastic is a cross-platform compiler packaged with IDL, and used
- > to compile C code on any platform, without shifting that burden to the
- > author.

Yes, the author still has to build the code on the different platforms, this is only for distributing the compiled code.

Mike

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