
Subject: Blogging the IDL User's Group Meeting
Posted by [David Fanning](#) on Wed, 24 Feb 2010 16:52:22 GMT
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Folks,

An IDL newsgroup first: Live Blogging! from the IDL User's Group meeting, 24 Feb 2010, Boulder, CO.

Kirk Bennel, Chief Technology Officer, "the best release we have had in the last 10 years, maybe even ever." I think he may be right about this. It **is** exciting.

"Expect to see not just marketing people, but people who build the product on the road, talking to customers."

"Focusing on Software for Science."

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Bill Okubo, ID Product Manager.

It wasn't a dream, which is what I thought when I woke up this morning. IDL 8 really does have new graphics programs that will change everything about how graphics are created and used in IDL. Bill says, "Power of object graphics, in an easy to use syntax." YES!! Even scientists will be able to use these routines. And better yet, half the Coyote Library can be retired forever.

Language enhancements:

- !NULL arrays, scalars, etc.
- Object garbage collection (reference counted)
- List and Hash variables
- FOREACH operator
- Negative array indices
- ISA function
- Operator overloading (Yikes!)

Graphics

- Simple, direct graphics like syntax for producing object graphics plots. YEAH!!!!
- Not everything here in this realize, but lots of it is

Workbench

Simplified the interface. Have gone back to combined command line/console. Simple, unclutter look, with toolbar functionality (that can be shrunk or hidden). Looks very nice.

Help System

Revamped again! But maybe this time they have it right, or mostly right. More emphasis on examples (click and run).

Other

DIMENSION keyword for Mean and Moment
New plot symbols.
Integrated PDF output. (Not ready yet, but will be there by release (May?))

Beau Legeer, Technical Manager for IDL/ENVI

Top Ten Features in IDL 8.0

1. Integrated command line/console. Content assist. Colors in console output. Completion tab for finding history commands.
2. Automatic garbage collection.
Pointers and objects that fall out of scope are automatically cleanup up.
3. FOREACH control statement. Works with arrays, lists, and hashes (hash still comming).
4. !NULL Null pointers, objects, variables, free memory. Null arrays possible. VERY easy syntax: `n = [] of n{}`.
5. Dot for method calls.

`obj -> DoIt()` becomes `obj.doit()`

(Ed. Note:, this is said to be "bomb-proof", but I haven't had a chance to test this yet.)

6. Dot notation for Get/Set Property methods.

`obj -> GetPropery, NAME=name & Print, name`

becomes:

```
Print, obj.name  
obj.name = 'Coyote'
```

To use, objects must inherit IDL_Object.
(Ed. Note. GREAT!!)

7. !Color 147 color names! Forget about FSC_Color()!

8. Operator overloading. All IDL operators, including HELP and PRINT.

9. Lists and Hash tables

List - collection of different data types, access using array syntax
Hash - like a list, but with string "keys" to access. (Not in current
build, but will be in 8.0)

10. New Graphics. Resizable windows, when change property automatic
updating, no worries about color decomposition, layout controls
(better !P.Multi). Buttons on window allow output to standard
formats, including PostScript, printer, JPEG, PNG, etc.
(Ed. Note. This is how this should be done!)

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David Fanning, Ph.D.
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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thue. ("Perhaps thos speakest truth.")

Subject: Re: Blogging the IDL User's Group Meeting
Posted by [vasily](#) on Fri, 05 Mar 2010 16:38:53 GMT
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Any hope for multi-core support? Most desktops nowadays come with
multiple cores and for many tasks in data analysis simple task farming
would help enormously!

Subject: Re: Blogging the IDL User's Group Meeting
Posted by [Michael Galloy](#) on Fri, 05 Mar 2010 17:32:40 GMT
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On 3/5/10 9:38 AM, vasily wrote:

- > Any hope for multi-core support? Most desktops nowadays come with
- > multiple cores and for many tasks in data analysis simple task farming
- > would help enormously!

When the floor was opened up for suggestions, someone asked for integration of technologies like GPULib and FastDL into IDL. It is not in IDL 8.0 and no roadmap beyond that was given.

GPULib <http://www.txcorp.com/products/GPULib/index.php>

FastDL <http://www.txcorp.com/products/FastDL/index.php>

Mike

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