
Subject: On Windows 7, IDL 8.0 32-bit sees parallel universe Program Files directory?

Posted by [Dick Jackson](#) on Tue, 27 Jul 2010 08:20:47 GMT

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Hi,

Well, this is an obscure one.

Using Windows Explorer, I made a Favorites item that points to my C:\Program Files\ITT\IDL\IDL80\lib\tools\components directory, but in IDL, when I use File:Open... and I click that Favorite, I get an error message...

"Location is not available

C:\Program Files (x86)\ITT\IDL\IDL80\lib\tools\components refers to a location that is unavailable. It could be..."

- Note the "(x86)" which was *not* in my original!
- Note that I have Windows 7 64-bit installed and IDL 64-bit installed, but I am running IDL 32-bit here:

IDL> help,!version

** Structure !VERSION, 8 tags, length=76, data length=76:

```
ARCH      STRING  'x86'
OS        STRING  'Win32'
OS_FAMILY STRING  'Windows'
OS_NAME   STRING  'Microsoft Windows'
RELEASE   STRING  '8.0'
BUILD_DATE STRING  'Jun 17 2010'
MEMORY_BITS INT    32
FILE_OFFSET_BITS
          INT      64
```

But wait! This is just a prelude to the oddity that started my current frustration. Here's what I did after installing IDL 8.0 Final (and I can't say that I tried anything like this with any Tech Preview version I had):

- using IDL 32-bit, I opened a file in C:\Program Files\ITT\IDL\IDL80\lib\tools\components, made some changes, and saved it
- using IDL 32-bit's File: Open... command (or Emacs, another 32-bit program) I see the modified file in the list correctly with new size and date, and I always get that modified file when I open it.
- but, using Windows Explorer, and even IDL 64-bit's File: Open... command (or Notepad), when I look at that directory, I see the original, unmodified file size and date, and cannot get at the version modified by IDL 32-bit!
- note: in the C:\Program Files (x86) directory (meant for 32-bit

programs), I don't even have an ITT directory, so there's not a second version in there that I can see.

The behaviour of the Program Files (with or without x86) folders in Windows 7 64-bit seems really odd, and this is one of its stranger manifestations. I was originally suspecting my Windows hardware (actually Parallels Desktop for Mac, which sides with Windows Explorer in what it can see), but when I found that "Favorites" behaviour I thought there's something funny within the Windows side.

I think I see now that I should use IDL 64-bit if I plan to edit any of these files and expect them to be seen by any 64-bit programs, but this is so strange, I thought I'd mention it. Can anyone else confirm this behaviour on Windows 7?

BTW, here's what it looks like when running IDL's 64-bit IDLDE:

```
IDL> help,!version
```

```
** Structure !VERSION, 8 tags, length=104, data length=100:
```

```
ARCH      STRING  'x86_64'
OS        STRING  'Win32'
OS_FAMILY  STRING  'Windows'
OS_NAME    STRING  'Microsoft Windows'
RELEASE    STRING  '8.0'
BUILD_DATE STRING  'Jun 17 2010'
MEMORY_BITS INT     64
FILE_OFFSET_BITS
           INT      64
```

Cheers,
-Dick

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dick@d-jackson.com --- <http://www.d-jackson.com>

Subject: Re: On 64-bit Windows 7, IDL 8.0 32-bit sees parallel universe Program Files directory!

Posted by [Dick Jackson](#) on Fri, 20 Aug 2010 23:39:37 GMT

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Hi again,

Recall that one issue I was having is that, in Windows 7 (64-bit) the IDL (32-bit) Open File dialog showed me different files than I would see with Windows Explorer (my Twilight Zone moment).

Well, yesterday I noticed some Windows Update items that I hadn't

installed yet, and some of them had to do with "compatibility" handling, which is connected to the "Program Files[(x86)]" business, so I installed them.

When I look at the directory from Windows Explorer now, I notice a button below the menu bar "Compatibility files" (hover help: "Show the compatibility files for this directory") Hmm, looks interesting... I click, and sure enough, it shows me this directory:

C:\Users\dick\AppData\Local\VirtualStore\Program Files\ITT\IDL\IDL80\lib\itools\components

... which contains the parallel universe! The five files I'd edited with 32-bit IDL were there, plain as day.

So, that explains the weird behaviour, it seems to be an artifact of using 32-bit IDL under 64-bit Windows 7. We have some DLLs that may not yet be 64-bit ready, and that's why I was using 32-bit IDL in the first place. So in case anyone else stumbles into this dark, tangled mess, perhaps this will shed some light.

(Again I did not see this with IDL 7.x, but it *may* be that I hadn't tried this... ITT VIS: was there a change made regarding this?)

Cheers,
-Dick

Dick Jackson wrote:

```
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```

```

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> RELEASE        STRING  '8.0'
> BUILD_DATE     STRING  'Jun 17 2010'
> MEMORY_BITS    INT      64

```

> FILE_OFFSET_BITS
> INT 64
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> Cheers,
> -Dick
>
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