
Subject: Machine Specific Code

Posted by [David Fanning](#) on Mon, 25 Oct 2010 23:54:52 GMT

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wlandsman writes:

> I find this also -- so it looks like for Macs we can avoid the
> flashing to get the maximum useable image area, and that a program
> GetRealScreenSize() should have separate branches for Mac, Windows,
> and Linux.

I can never find this in the IDL documentation. Maybe I'll write it down somewhere. How does one search for IDL running on a Mac in, say, a CASE statement? I presume a Mac is in the UNIX OS family, but if I wanted to tell a Mac from a LINUX or Sun box I would do... what?

Could someone provide me with the contents of !Version for a Mac and maybe a Sun machine?

Thanks,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
