
Subject: IDL to C++ compiler

Posted by [dwu](#) on Mon, 09 Sep 1996 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Matlab, the competitor of IDL, can be translated to C++. It's important if you write something as a royalty free, standalone applications. But if you write something in IDL, you have to buy it's runtime licence to run it. Am I right? Then it's hard to sell your products because you need to buy idl runtime licence (it costs about \$1,000) for each your products.

Any solution for this? If you can teach me solve this, I world like give you 50% idl runtime licence fee.

Thanks,

Subject: Re: IDL to C++ compiler

Posted by [Tim Patterson](#) on Wed, 11 Sep 1996 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ding Wu wrote:

>

> Matlab, the competitor of IDL, can be translated to C++. It's important
> if you write something as a royalty free, standalone applications. But if
> your write something in IDL, you have to buy it's runtime licence to run
> it. Am I right? Then it's hard to sell your products because you need to
> buy idl runtime licence (it costs about \$1,000) for each your products.

>

> Any solution for this? If you can teach me solve this, I world like give
> you 50% idl runtime licence fee.

>

> Thanks,

I'm sure somebody on the newsgroup will correct me if I'm wrong, but I seem to recall a post some time back saying that RSI (the guys who produced IDL) have the capability of converting IDL code into a stand-alone routine (presumably by linking in all the IDL libraries and routines statically?)

You may want to email RSI directly and ask them about this.

Tim

Subject: Re: IDL to C++ compiler

Posted by [Ding Wu](#) on Wed, 11 Sep 1996 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Have you ever heard of Matcom?

On Tue, 10 Sep 1996, Paul C. Sorenson wrote:

> In comp.lang.idl-pvwave you write:
>
>> Matlab, the competitor of IDL, can be translated to C++. It's important
>
> What do you use to perform the translation? I was not aware that it
> could be done (without a lot of work).
>
> Thanks!
>
> --
> Paul C. Sorenson
> paulcs@netcom.com
>

Subject: Re: IDL to C++ compiler
Posted by [dwu](#) on Sun, 15 Sep 1996 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not true! Maybe you are confused by their runtime version and the stand-alone royalty free routine.

Tim Patterson (tim@raptor.lpl.arizona.edu)wrote: :
: I'm sure somebody on the newsgroup will correct me if I'm wrong,
: but I seem to recall a post some time back saying that RSI
: (the guys who produced IDL) have the capability of converting
: IDL code into a stand-alone routine (presumably by linking
: in all the IDL libraries and routines statically?)
:
: You may want to email RSI directly and ask them about this.
:
: Tim

Subject: Re: IDL to C++ compiler
Posted by [Tim Patterson](#) on Mon, 16 Sep 1996 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ding Wu wrote:

>
> Not true! Maybe you are confused by their runtime version and the
> stand-alone royalty free routine.

>
> Tim Patterson (tim@raptor.lpl.arizona.edu)wrote: :
> : I'm sure somebody on the newsgroup will correct me if I'm wrong,
> : but I seem to recall a post some time back saying that RSI
> : (the guys who produced IDL) have the capability of converting
> : IDL code into a stand-alone routine (presumably by linking
> : in all the IDL libraries and routines statically?)
> :
> : You may want to email RSI directly and ask them about this.
> :
> : Tim

Well, I used Deja News to search for the thread I was thinking of:

" Compiling IDL ... ever likey ?"

and this was quoted in it:

"A few thoughts about the (ever-recurring) IDL compiler discussion:

1. One exists for internal use at RSI. When one makes a big application for redistribution they can create an executable version of of your application for you. This is quite expensive. The Visible Human CD is a demonstration of this approach."

I guess you contacted RSI and they said this was innacurate? Soudns like it would be more expensive than buying some run-time licenses anyway! :)

Tim
