
Subject: Re: IDL Windows vs Linux

Posted by [bart hoekstra](#) on Tue, 15 Apr 1997 07:00:00 GMT

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Charles Martin wrote:

>
> Hi All,
>
> I want to get IDL for a PC. There are two ways to do this. One is to get a
> linux version which will cost me \$500. The other is to get the windows
> version that costs about \$1000. I use the Solaris version at work.
> My question is: is there any advantage to buying the windows version?
> It is not uncommon for me to save my results to a graphics file and then
> load those results into Word or Powerpoint. Would I have any trouble
> accessing the Linux files from Windows?
>
> Charles Martin, PhD

One thing you might also want to consider is using WABI for linux. We
just
installed it, and it allows you to run word and powerpoint from within
Linux.
It costs \$200.

We have been using idl for linux, and the only real problems specific to
Linux
I have encountered have been with the X-server, however I believe that
Xi now
has a X-windows server which supports 8 bit psuedo-color when running as
a 24 bit
color, which ease some of the problems.

One questions I'm not sure of though. We have an OpenGL server on our
machine
(i.e. not Mesa). Does IDL 5.0 use the OpenGL server if its available or
does it
always use Mesa? OpenGL is significantly faster in rendering.

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Subject: Re: IDL Windows vs Linux

Posted by [David Foster](#) on Wed, 16 Apr 1997 07:00:00 GMT

bart hoekstra wrote:

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IDL 5.0 utilizes OpenGL when it is available, including Linux running on an Intel system and on Windows (95,NT). The new Sparc Ultra's have OpenGL, as do SGI's. See the January '97 Research Systems Newsletter for more info.

Dave

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Subject: Re: IDL Windows vs Linux
Posted by [David R. Klassen](#) on Wed, 16 Apr 1997 07:00:00 GMT
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Charles Martin wrote:

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The only advantage I can see to getting the Windows version is that you will not have to reboot when you want to work with Word or Powerpoint. However, Windows cannot read Linux disk file systems. The option would be to have Linux write to the Windows/DOS partition when it outputs the files. I think Linux can now not only write to FAT disks but also FAT32 and even NTFS (but I'm not 100% sure of that).

There is a major disadvantage with the Win32s version of IDL4.0+ and that is it does NOT properly handle long filenames. If a routine is in a file with a non-8.3 name IDL will NOT be able to access it. This makes collaborating with UNIX IDL programmers a bit of a hassle. RSI claims that the new 5.0 for Windows will have full long filename support.

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Subject: Re: IDL Windows vs Linux
Posted by [pit](#) on Wed, 16 Apr 1997 07:00:00 GMT
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In article <martin-1504970838040001@biad27.uthscsa.edu>, martin@uthscsa.edu (Charles Martin) writes:

> Hi All,
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> linux version which will cost me \$500. The other is to get the windows
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> Charles Martin, PhD

Hi!

I've learned IDL on SunOS. When I used it the first time with windows... well, it was horrible, as many things that I was used to didn't work like in Unix. After all, I ended up doing my image processing on a 12MB Laptop under Linux....

Concerning the Linux-Windows file conversion: The only difference (I believe) is the different treatment of End-of-line and End-of-file in text files. But there are tools to do the necessary conversion (recode is one of them).

For graphics files, there should be no problem at all (gif, tiff etc.)

Just one remark (if you are not aware of the problem): There's a difference in endianness between PC and Sun (if you intend to use the data on both architectures). PC uses little-endian, so you'll have to byte-swap your data (unless you write in XDR-Format). But that is valid for both IDL on Linux and Win.

Peter

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