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Subject: Re: Best, Fastest platform for IDL 5.2 (NT or UNIX)

Posted by [davidf](#) on Tue, 14 Sep 1999 07:00:00 GMT

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Richard Tyc ([richt@sbrc.umanitoba.ca](mailto:richt@sbrc.umanitoba.ca)) writes:

- > Any benefit in moving into a multi-CPU system (NT or IRIX ) for IDL ?
- > does it even make use of multi-processor for rendering etc. ?

I'm told that because of the lack of support in OpenGL for volume rendering that all object volume rendering in IDL is done in software. And this software has been written so that it can take advantage of up to 8 processors. The key is to use the HINTS keyword on the volume object to select multi-processor support.

I've no suggestion for machines for you. But I'll tell you what, I'm awfully sorry I sold that Apple stock last year. :-(

Cheers,

David

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