
Subject: Best,Fastest platform for IDL 5.2 (NT or UNIX)
Posted by [Richard Tyc](#) on Mon, 13 Sep 1999 07:00:00 GMT
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IDL users,

To add to the another similar post, I would like to know from the experts what system they would buy if they had \$10K - \$30K (speed being an important factor) ?

We are running on a SGI O2 R5K, 576Mb RAM and it is pathetically slow!! Our project has recently received some infusion of capital and I would like to ask what hardware platform would be ideal ? I am not opposed to switching over to NT.

The application makes heavy use of object graphics, volume rendering with cutting planes etc. (eg. render volumes of 512x512x100 with real-time motion updates using the trackball object)

I was thinking of moving up to a SGI Octane with the R12K CPU (or multiple CPU).

Any performance comparisons with IDL on the new Pentium III 600 MHz machines vs. UNIX workstations ?

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. ?

Thanks

Rich

File Attachments

1) [richt.vcf](#), downloaded 103 times
