
Subject: IDL performance numbers....

Posted by [Richard Tyc](#) on Thu, 13 Jan 2000 08:00:00 GMT

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I was looking over JD Smiths IDL performance site:

<http://www.astro.cornell.edu/idlspec/is2.html>

And I was curious about something regarding the IDL spec performance charts.

I notice that many "high end" machines showing amazing performance are run using Pseudocolor 8 for graphics. Why would such a high end machine run only 8 bit color ? Are they forcing it to improve performance within IDL.

I assume such tasks as volume rendering would run much faster in 8 bit, so, is it realistic to force you're graphics card to do this ? Is this done solely within IDL using Device ?

Is it typical for high performance IDL machines to run only 8 bit color ?

Just thought I'd ask

Rich
