
Subject: Re: Object graphics under Linux: are they supposed to be that slow?

Posted by [David Fanning](#) on Wed, 30 Jan 2002 04:55:23 GMT

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Mark Hadfield (m.hadfield@niwa.co.nz) writes:

> The configurations are:
>
> * IDL 5.5 on Windows 2000 using RENDERER=0 (hardware)
> * IDL 5.5 on Windows 2000 using RENDERER=1 (software)
> * IDL 5.5 on Linux. This uses RENDERER=0 but, as is obvious from
> the DeviceInfo string, the rendering is carried out by the Mesa
> software library and does not access any hardware acceleration
>
> The geometric-mean elapsed time figure provides a rough ranking of the
> configurations:
>
> Windows RENDERER=0 4.58 s
> Windows RENDERER=1 3.11 s
> Linux 5.55 s

Just to give you something to chew over, Mark. Here are my results with IDL 5.5 on Windows 2000, with a 32MB NVIDIA GeForce 2GTS graphics card. Screen resolution is 1280 by 1024 at 32 bits True-Color.

Windows RENDERER=0	0.71 s
Windows RENDERER=1	1.34 s

That graphics card was a couple of hundred bucks, as I recall. :-)

Cheers,

David

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