Subject: Re: Object graphics under Linux: are they supposed to be that slow?
Posted by Mark Hadfield on Tue, 29 Jan 2002 01:55:49 GMT

"Steve Smith<steven_smith>" <nobody@nowhere.com> wrote in message
news:slrna5be3l.qih.nobody@pooh.nrel.gov...
> Hi Mark:
> I'm not sure I've the answer for you, but I suspect that the big
difference
> is in the graphics subsystem, the windows more than likely supporting the
> hardware acceleration and Linux (XFree I'm assuming) not....

I have had email responses from a few people. They tell me that IDL 5.5 on
Linux does not use the system's OpenGL drivers even if they are available.
This is because in RSI's judgement the hardware support on Linux is (as you
note) rather flaky. This is likely to change in future versions.

I suspect that on my system the graphics driver is so crippled that hardware
rendering would not help IDL much. It doesn't make much difference under
Windows. Windows describes the graphics controller as an "Intel 810 Graphics
Controller Hub" with 4MB memory. That doesn't sound like much video RAM,
does it? However I believe the Intel 810 can access system RAM. Anyway, it's
quite possible that performance would improve significantly if I reduced the
screen resolution. I will look into this and report back to the group.

> I don't know what your reasons for moving to Linux were...

I'm not sure myself! Better integration with other Unix systems mostly. I
haven't really moved to Linux yet, just dipped my toe in the water and run
back shivering. I haven't yet got my Linux setup to the stage where I can
actually do productive work with it.

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