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

Posted by [Mark Hadfield](#) on Sun, 27 Jan 2002 23:23:58 GMT

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Hi guys

I have recently been considering a switch to from Windows to Linux for various reasons that I won't go into here. I have set up a dual-boot system on my PC and, as of today I have IDL running on both OSes. I'm afraid it's been a disappointment. I mean, I've used IDLDE on another Unix system so I wasn't expecting too much of it. (I planned to use IDLWAVE in any case). But object graphics rendering on the Linux side is unusably slow! For example I have an object-graphics animation example program that presents a series of 25 x 25 IDLgrSurface objects. It runs along at a tolerable 15 frames per second on Windows but barely manages 2 frames per second under Linux. Using software rendering on Linux seems to speed things up slightly, but not much.

The PC has a Pentium 3 800 Mhz processor with an Intel 815 built-in graphics controller. I run 16 colours, 1280 x 1024 on both OSes. The Windows OS is Windows 2000 and the Linux one is Redhat 7.2 (kernel 2.4.7-10). The system has oodles of RAM and disk space.

Is there anything I can do to improve OG performance under Linux?

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