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Subject: Re: ENVI v 3.1 for Mac  
Posted by [Pavel A. Romashkin](#) on Tue, 26 Feb 2002 16:45:34 GMT  
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Ethan wrote:

>  
> hmmm. I'm running IDL 5.4 and I've never seen it use more than one  
> processor

You need 5.5 for that.

> Roughly, Window Buffering/double buffering = the OS stores a copy (or  
> two) of the picture in each window, that way the app never needs to  
> redraw it until it changes.

This has never been an issue for me. Instant redraws is what I am used to, and I have no idea what it is to have frustratingly slow redraws of partially hidden windows. How is your backing store set up? One can use pixmaps in IDL if he wanted more than one layer of buffering.

>> I love multilayering of editor  
>> windows that I can have on Classic (as opposed to Windows).  
>  
> I thought you could do this in windows, just don't maximize the  
> individual editor windows. It's not quite the same but similar.

All editor windows are nested inside IDL DE under Windows. As you know, on Mac I can have them anywhere on my multiple monitors, and I find it very convenient.

Cheers,  
Pavel

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