
Subject: Re: ENVI v 3.1 for Mac
Posted by [gutmann](#) on Mon, 25 Feb 2002 20:42:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Pavel Romashkin" <pavel_romashkin@hotmail.com> wrote in message
news:<a59bgl\$cuvs\$1@mwrns.noaa.gov>...

to stray further off topic...

> specifically - multiple processors are supported, as is AltiVec; What is

hmmm. I'm running IDL 5.4 and I've never seen it use more than one processor, I should check their website and see what it says. I'm also not sure just what their altivec support means. I seem to recall that I can write a simple loop in C code (no altivec) that beats IDL doing a large array op hands down. I wouldn't really expect this if IDL was making heavy use of altivec, but I haven't done any real careful testing. Do they list the areas that have been altivec enhanced? It seems like IDL should really benefit from altivec. Does anyone know how well optimized for altivec IDL is? clearly there are substantial differences in IDL optimization between platforms (eg the recent Linux vs Windows commentary).

> window buffering? Poor integration with OSX may be an issue but not for me
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. Otherwise everytime you cover it up and uncover it the app needs to redraw. It isn't a serious performance issue so much as an annoying artifact that was present in OS9 as well (and is still present in windows). I get used to the beauty of X and get frustrated going backward ;)

> not there, and bulging toolbar makes me sick.
heh, the Dock is actually really powerful, you can turn off magnification, make it really small, and even hide it. I've grown to love it though initially I too had an aversion.

> 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.

ethan
