Subject: Re: IDLgrVolume
Posted by Rick Towler on Tue, 21 Jan 2003 17:57:38 GMT
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"David Fanning" wrote
> Sebastian (s@visita2.die.upm.es) writes:
>
>> some figures for a 256^3 volume (MRI) into a 500x500 window:
>>
>> "highest quality" settings:
>> RENDER_STEP=[1,1,1],INTERPOLATE=1,LIGHTING_MODEL=1,TWO_SIDED =1
>>
>> "medium quality" settings:
>> RENDER_STEP=[2,2,5],INTERPOLATE=0,LIGHTING_MODEL=0,TWO_SIDED =0
>>
>> Pentium IV 2.4 GHz, 512MB, W2K, IDL 5.6
>> highest quality: 11-17s
>> medium quality: 0.5-1.0s
>>
>> Pentium III mobile 800 MHz, 256MB, Linux, IDL 5.5
>> highest quality: 35-50s
>> medium quality: 2.0-3.0s
>
> Is this with hardware rendering turned on or off?
> If on, what kind of graphics card are you using?

IDLgrVolume doesn't utilize hardware rendering at all so the type of graphics hardware and hardware/software switch is mostly irrelevant (only used when blitting the 2d result to the screen).

As to the original posters question, the hardware that can do the job is the fastest CPU/RAM combination you can afford. IDLgrVolume can use multiple CPU's but a look at some older posts suggest that the improvement might not be worth the investment. Not sure if that is true today.

If you are rooted in x86 land, then the hyperthreading P4's with the "canterwood" chipset due 2nd quarter '03 would be a good option. AMD's hammer line of 64 bit procs might be a good choice too but it would be nice to see some firm numbers on it. If you aren't fixated on the x86 architecture then the please don't kill our Alpha would be a top choice.

-Rick