
Subject: Re: MacOSX: Xgrid+IDL Anyone?

Posted by [Wolf Schweitzer](#) on Thu, 29 Jan 2004 15:34:07 GMT

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I tried running stuff on multiple machines under Pooch (<http://www.daugerresearch.com>) a while back. That would be an easy drag and drop way to link up several machines.

Using Pooch on, say, a double processor Mac and another single processor Mac, (together 3 processors), it is easily possible to start (launch) software, like calling Terminal or X11. Yet this does not seem to cause those programs to display any more than the 'number of local processors' using the command 'hostinfo' in a terminal window.

So, I still don't know where the problem lies, but I suspect that those applications are maybe not written in a way that allows them to take advantage of such an environment - either at the level of the command 'hostinfo', or the application X11 or Terminal, or IDL. I assume that IDL would be easily taking advantage of all processors if the environment would do, too.

Dauger Research (correctly, imo) said it was a problem of the client applications, not of Pooch per se, since specifically written multiprocessor applications run nicely on multiple machines. Contacting Apple about the possibility of getting more info on why X11 may not run under Pooch did not result in relevant information so far. Maybe at this time, it is too early?

Going to look at xgrid now.

Wolf.

Steven V. Penton wrote:

- > Ok, so Xgrid on MacOSX is cool, but it doesn't seem to
 - > work with IDL. I've tried all the thread tweaks but I
 - > couldn't get a serious Poly_2d call to work. I can get
 - > Xgrid to pass around the IDL process to the fastest machine,
 - > but no luck otherwise. Has anyone else tried ?? Am I
 - > being naive to think that the threaded pieces of
 - > IDL should work?
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