Subject: Re: Mac Program Support Posted by George N. White III on Fri, 26 Aug 2005 11:37:42 GMT View Forum Message <> Reply to Message

On Thu, 25 Aug 2005, David Fanning wrote:

- > Here is another thing today that surprised me. Two people
- > in the class have new Mac laptops. I have a little program,
- > PickColorName, that displays 96 small draw widgets and fills
- > them with a color with Polyfill. Colors appears instantaneously
- > on a Windows PC. But on the Macs (both of them) the draw widgets
- > appear all in black, then a second or so later the colors appear.
- > It is VERY slow.

>

- > I was shocked, really. I hear so much about how Macs are
- > perfect for graphics applications, but this looked more like
- > the VAX VMS workstations I learned IDL on 20 years ago.
- > Any ideas about why this happens? One of the Mac users
- > told me it is common with some of her applications, too.

If those were PC's you would look for VISTA (VIruses, Trojans, Spy-ware, and Add-ware) stealing cycles.

Are the Macs connected to a network?

A couple weeks ago my WinXP system became sluggish and started giving "Windows delayed write failed" errors. The initial diagnosis, after ruling out VISTA or a bad disk, was a bad network adapter, but after replacing the mainboard twice, and trying different ports on the ethernet switch, I swapped the system for another PC and got the same symptoms. It turned out the network interface (set to autonegotiate) was running 100/half while the switch was coming up 100/full. Now that I know what to look for, I found the another PC on the same switch with the same problem. Linux on the same PC's was also sluggish (copying files by ftp maxed out at 40kB/s).

People pay a lot of attention to user interface experiences, but hardly any attention to diagnostics to determine why a system seems sluggish. In my experience (heavily weighted to unix and PC's), hardware failures, network infrastructure issues, VISTA, and disks at 99.6% of their capacity are all common reasons for users asking for new machines (e.g., substandard performance with their existing machine).

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