
Subject: Re: Best platform for IDL 6.2?

Posted by [Mark Hadfield](#) on Wed, 16 Nov 2005 20:46:34 GMT

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R.G. Stockwell wrote:

> ...
> My 2cents,
> IDL works well on a windows platform.

I'll second that. I have used IDL with Windows since 1993 and am reasonably happy with it. A couple of years ago I added Linux (Red Hat 7.?) with a dual boot setup and intended to make the transition to Linux, but after a month or so I decided it was going to several months more before I could be as productive in Linux as I was in Windows, and I couldn't really justify this to my employer. When I get my next PC, I will probably install both Windows and Linux, but this time using VMware so I can run both at the same time. The Windows-Linux choice didn't depend only on IDL but that was a major factor

Pluses (Windows vs Linux) are:

- * The IDLDE environment is quite nice on Windows and woeful on Unix.
- * Graphics performance was somewhat better on Windows. (Originally I found IDL on Linux **very** slow, but I traced this to a setting like RETAIN. I posted about this on this newsgroup.) Last time I checked, IDL/Linux was still 30-40% slower for graphics than IDL/Windows on the same hardware. I know Karl Schulz has put some work into this, so this may not be true any more.
- * The IDL2AVI DLM is very nice--I use it all the time.

Minuses (Windows vs Linux):

- * Can't integrate properly with (X)emacs and IDLWAVE. The problem is the lack of a console-mode IDL executable on Windows. It would not be difficult for RSI to produce such a thing but they choose not to. I do use Xemacs & IDLWAVE to edit files but then have to switch back to IDLDE to compile & run. This works better than you might think, but still...
- * Poorer memory handling. This has only become an issue for me in the last year or so, as dataset sizes have increased. It's still not a **serious** problem.

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Mark Hadfield "Kei puwaha te tai nei, Hoesa tahi tatou"

