Subject: Re: Best platform for IDL 6.2?
Posted by news.qwest.net on Wed, 16 Nov 2005 17:14:23 GMT
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"bas" <bas@hawaii.edu> wrote in message
 news:1132107358.466534.145560@z14g2000cwz.googlegroups.com.. .
> Hi group:
>
> I was curious what platform seems to be the best for running IDL. I
> have read some of the topics and it seems some platforms have problems.
>
> Currently I run a Apple with OS10.4. I was thinking of upgrading to a
> Sun or SGI workstation. I just wanted some opinions and any
> experiences you have had with IDL on your platforms.
>
> Thanks
> bas

My 2cents,
IDL works well on a windows platform. (huh, where's all that booing coming
from?)
A couple of nice things about it are that the IDE is an actual IDE
(not the *nix abomination that you get from idlde).
Also, intel compilation optimizations can really help zoom some code along
(in the past this was a big deal, and you can probably find threads
discussing
this on google groups), but I am not sure how true that is any more.

On the other hand, linux has superior large memory performance for 32 bit
machines
(where I can actually access almost all 4 gbs of memory, with a couple of
arrays
that are ~1.2 gb each. Windows only can give 2 gbs, and even that is badly
fragmented
so your max array sizes are limited).

I have a colleague who uses IDL on a mac, and all I can say is that I am
amazed he has
the strength of will to keep going. Personally, I would have "checked out" a
long time ago
if I was in that situation.

Cheers,
bob

PS the best thing about windows is that you can use "total commander", the
best filemanager EVER!!