**Subject: Performance improvement on IDL 6.2 for Linux/MacOSX?**
Posted by alban on Thu, 24 Nov 2005 16:05:05 GMT

Hi all,

very nice and useful group!!!
I am quite new to the group, but I have been using IDL for the past
three years.
I would like to post a question on the relative performance of IDL on
Linux/Win/MacOSX platforms.
I have been using IDL on both Linux and MacOSX -now IDL 6.1- platforms
mainly because of their superior memory/threads management compared to
Windows machines -yes, I have this strange obsession of liking
true-multitask OSs-. My experience was that the same Linux machine was
notably slower than its Windows counterpart -both P4 2.4 GHz- running
the same IDL code. The results in my G4 1.2GHz were much much worse.

I know this is a well-known issue, and I suppose it is a problem of the
compilers used to produce the IDL binaries -in the case of the G4,
there is a poor support of the AltiVec unit too-. Does anybody know if
there has been any performance improvement with the new 6.2 version
-better compilers or AltiVec support-?

Many thanks.

Marc
PS. Sorry for the poor english!