
Subject: Re: Performance improvement on IDL 6.2 for Linux/MacOSX?

Posted by [Mark Hadfield](#) on Mon, 28 Nov 2005 23:51:46 GMT

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alban wrote:

> Hi, Mark,

>

> I do not know, probably just some prejudices. Anyway, the Wintel
> computer was the same one as the Linux one -differently booted-; I
> guess I had expected the same performance on the same hardware,
> independently of the OS.

Oh right, I thought you were expecting poorer performance on Windows.

As one of the gurus pointed out earlier in this thread (too lazy to look it up) the OS itself has very little effect on IDL performance. The important variables are compiler (Windows IDL has a slight advantage here) and the graphics subsystem (the comparison is mixed).

> My "problem" is that I run heavy code on IDL and I need to keep on
> working after that; that makes the use of IDL on Windows platforms
> impossible.

Why's that? Memory fragmentation (which I'll accept)? Or inability to run IDL at low priority (which I won't)?

--

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