Subject: Re: what IDL version should be installed on a 64-bit redhat linux, SGI (MIPS) machine ?
Posted by rtowler on Mon, 26 Jun 2006 17:39:10 GMT
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JD Smith wrote:
> On Mon, 26 Jun 2006 09:28:38 -0700, rtowler wrote:
>
>>
>> Weihua FANG wrote:
>>
>>> Unfortunately, most of my IDL applications have fancy widget/graphic
>>> objects for 3d visualization... Maybe I shall ask RSI for Linux_MIPS
>>> IDL. :P
>>
>> Do yourself a favor and buy a cheap x86 desktop with a midrange or
>> high-end "gaming" video card to use as your visualization box. If you are
>> running an Altix they really aren't geared for this sort of thing. The
>> cost of the extra IDL license will be worth it.
>>
>> Windows will offer the best performance and driver support. If you are
>> going to run linux then nVidia is your only real choice as ATI's linux
>> support has been lacking.
>
> I presume you mean for OpenGL stuff? For memory intensive operations, IDL
> Linux often has the edge (better memory allocator). For smaller
> problems which easily fit in memory, back when I compared time_test3 on
> Linux/Windows on the same box, they split the difference in terms of
> tests, with some favoring Windows, some Linux (though I think the overall
> average favored Windows, with it's better than GCC compilers).

Of course :)   Windows will offer the best OpenGL performance and
driver support. I know the OG performance gap is narrowing (at least
it has been, I haven't tested IDL OG on linux in a year or so) but
linux driver support from the graphics vendors still seems to be bit of
an afterthought.

-Rick