Subject: Re: what IDL version should be installed on a 64-bit redhat linux, SGI (MIPS) machine ?
Posted by JD Smith on Mon, 26 Jun 2006 16:41:54 GMT
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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).

JD