
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 16:28:38 GMT

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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.

> Thank you for your info on GDL. I will have a try and hope GDL can save
> my code.

I don't follow the development closely but I don't think GDL has any object graphics functionality.

-Rick
