Subject: Re: what IDL version should be installed on a 64-bit redhat linux, SGI (MIPS) machine ?
Posted by Weihua FANG on Mon, 26 Jun 2006 13:15:23 GMT
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Hi, Jo,

SGI Prepack 3. was installed in my SGI machine.

Unfortunately, most of my IDL applications have fancy widget/graphic objects for 3d visualization... Maybe I shall ask RSI for Linux_MIPS IDL. :P

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

Weihua

>> We have a SGI (MIPS) machine with 64-bit redhat linux.
>> I installed 64_bit_linux_x86 version of IDL6.2. The SGI machine has
>
> Hi Weihua,
> This can't be right - x86 isn't MIPS. I assume you're running one of the
> Altix systems. In that case, I'm afraid that as far as I know, there's
> no native IDL for your architecture, and that's what affects your
> performance. You may be running IDL in hardware emulation, which has a
> severe penalty on performance.
> Get the Intel IA-32 Execution Layer. I think SGI will be able to provide
> you with a pre-packaged version of this, but you will always lose some
> performance if you don't run natively. You have to make sure that IDL is
> started using that emulation layer rather than the processor built-in
> emulation, see the manual.
> You may want to check out GDL, the open source IDL clone, if you don't
> need widgets on that server.
> Other things to check is how your graphics get to your screen - are you
> running locally? Or are you running an X client over the network? This
> can be really slow, especially if the network is in heavy use or has
> configuration errors (half/full-duplex mismatch and the like). Try VNC
> as an alternative to remote X.
> Hope this helps
>
> Jo