
Subject: Re: How to get a very large 2D projected surface image

Posted by [JD Smith](#) on Mon, 11 Dec 2006 20:26:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Mon, 11 Dec 2006 11:44:27 -0700, David Fanning wrote:

> JD Smith writes:

>

>> But it's "easy" to stitch up a couple hundred of these ;).

>

> I'm shopping for a new computer right now. Anyone know where I can get a

> cheap Mac with 16 GByte of RAM?

Never buy your memory from Apple... they add a big mark-up. Sadly the fancy SDRAM they use in the Mac Pro is somewhat costlier than normal RAM, but still, for 16GB you can save roughly \$2.5K by going 3rd party.

Before you warm up the credit card, though, keep in mind that IDL still has not been shipped as a 64bit version for OSX, which would allow you to *use* that 16GB. Given that Apple has been at 64bits for more than 3 years with the introduction of the G5, it's not clear what the hold-up is. There have been various claims that OSX doesn't "fully support 64bit apps", but this isn't entirely the case. It's true, the GUI layers won't be 64-bit compatible until Leopard next Spring, but IDL doesn't use Aqua or any other OSX goodness. IDL could have been moved over to 64bit more than 2 years ago, compiling against a 64bit X11 library like Xorg's. Hopefully the next version.

JD
