
Subject: Re: Windows IDL in Parallels on a MacBook
Posted by [JMZawodny](#) on Thu, 19 Jul 2007 15:12:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Jul 18, 10:16 am, clivecoo...@gmail.com wrote:

> Hi,
>
> I have purchased a Macbook and am planning on running the windows
> version of IDL in parallels. Are there any tips for optimizing this
> set up? I appreciate that this is not the optimal way to run idl
> however as i will need to share code with other windows users i
> figured that it would be easier. Also all my previous code has been
> written in windows idl.
>
> many thanks
>
> Clive Cook

I've been running this setup for a few months now. My reasons are different though. I hate windows, love OS X, Hate IDL on X11, love IDL on windows. My problem in optimization of this system has been with parallels support for hardware OpenGL acceleration. I was thrilled when the new shader objects came out in IDL v6.4 only to be disappointed that parallels did not initially support OpenGL and later in that only OpenGL v1.5 was supported (Shader objects require v2.0). The parallels development pace is rapid though and I'd expect v2.0 support will appear at some point. Other than that, this setup is very responsive and reliable. The best solution would be for ITTvis to develop a native (non-X11) OS X version of IDL.

Joe
