Subject: Re: Windows IDL in Parallels on a MacBook
Posted by Michael Galloy on Thu, 19 Jul 2007 14:19:31 GMT
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On Jul 18, 1:55 pm, "Dick Jackson" <d...@d-jackson.com> wrote:
> Anyone have experience with IDL on XP or Vista on an Intel Mac?

I have been using IDL on an Intel Mac with Parallels running XP for
about 9 months. I have only had one object graphics issue on the XP
side. The software only ran on Windows, so I'm not sure if it had to
with my graphics card or with Parallels, but it was typical of
problems I've had before with hardware rendering with a graphics card.

It was a bit sluggish when I had only 1 GB of memory, but it is quite
good now with 2 GB.

Overall, I would say it works extremely well.

Mike
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