Posted by David Fanning on Fri, 09 Sep 2011 13:46:12 GMT
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M. Katz writes:

>
> print, !version
> { x86_64 darwin unix Mac OS X 8.1 Mar 9 2011   64   64}
> This is a late 2010 MacBookPro w/ 8GB RAM running Axl's code.
>
> **IDL Command line speeds
> DG elaps: 1.0532050
> NG elaps: 10.646090 (worked fine)
>
> **IDL Workbench speeds
> DG elaps: 0.29327607 (WOW!)
> NG elaps: bought the farm. (Ugh!)
> (Note on NG case: IDL not responding. CPU usage 0.1%, Program is
> easily quit from Activity Monitor without interrupting other processes
> on the machine).
>
> I guess that's why I'm still a xterm command-line / BBEdit guy.

OK, let's think about this for a minute. What did we
learn yesterday?

First, a LOT of people find IDL 8.1 either crashing itself
or crashing their machines. In my case, we found that this
is because a graphics driver was out of date. IDL's function
graphics depends on hardware acceleration for its speed.
(I know, but let's just assume this is true.) The question
I am asking myself this morning is how many of these crashes
can be explained by out-of-date or inadequate (because not
everyone can or will pay big money for these) graphics cards?

I don't know the answer to that, but for sake of argument, let's
say the number is 50%. Wouldn't it make more sense, then, for
IDL to make *software* rendering the default mode and to let
people know that if they wanted to make graphics *faster* they
would have to turn hardware acceleration on. This way, when
things go south, you know EXACTLY who to blame: the NVIDIA
engineers!

I realize this can potentially make function graphics SLOWER
than it is now (who would have thunk it!), but I think most
of the slowness is due to iTool overhead and not graphics
rendering. This is especially true for most 2D plots, which I

imagine are the bulk of things people do.

The upside of doing this, is that your graphics system actually works for people and you don't get an undeserved reputation for producing shoddy products.

Anyway, just thinking out loud. :-)

Cheers,

David
--
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")