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Subject: Re: Is IDL 8.1 Useable!?

Posted by [lecacheux.alain](#) on Mon, 12 Sep 2011 09:14:27 GMT

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On 11 sep, 21:52, Craig Markwardt <craig.markwa...@gmail.com> wrote:

> On Sep 8, 11:32 am, David Fanning <n...@dfanning.com> wrote:

>

>> Paul van Delst writes:

>>> The biggest issue I have with NG is that it is so agonisingly slow.

>

>> I find I have a LOT easier time restarting my machine

>> if I can catch the crash early and hit the re-boot button

>> as soon as possible. But, I am having a difficult time

>> telling if the machine has crashed, or the graphics are

>> just taking a LONG time to show up! ;-)

>

>> Cheers,

>

>> David

>

>> P.S. Let's just say if the delay is over 10 seconds and

>> the fan kicks on, it is probably a crash.

>

> I think ITT could use this as the new slogan for their IDL marketing

> materials.

>

> "IDL 8: finding new ways to reboot your computer faster!"

>

> Craig

>

> P.S. Meanwhile, I could be the testimonial for IDL version 5.

My experience does not suggest that NG graphics is the actual cause of sudden IDL 8 crashes. NG is not easy to use, but this is another discussion.

As I describe in previous messages, the crashes I have seen may occur in any situation (by executing a complex graphics statement as well as just moving the mouse while editing), but ALWAYS while using the Workbench and during a LONG interactive session. I even would say that long Workbench session makes the crash inevitable !

This experience is limited to configurations mixing Windows and NVIDIA hardware. I could also test that changing hardware to software rendering had no obvious effect.

Then, I would rather suspect some bug in Eclipse/Java on Windows or Eclipse implementation by ITTVIS.

alain.

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