Subject: Re: accessing IDL internal (aka "built-in") routines
Posted by luke.a.domanski on Tue, 14 Jan 2014 02:55:21 GMT
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On Tuesday, January 14, 2014 12:37:44 PM UTC+11, Haje Korth wrote:
> Hi Luke,
>
> Sorry for jumping the gun.

That's okay, thanks for the tip on GMT, we will look into it.

The code that calls MAP_PROJ_INIT is part a preprocessing step, and while fairly fast compared to the main simulation/number crunching, has a high memory or data requirement when considering the scale of problem we will be addressing.

As a work around if we cant find an alternative, we will probably run the faster preprocessing code in parallel over fewer IDL instances/licenses, then run the more time consuming simulation over a far greater number of GDL instances. Each IDL instance will then produce preprocessed results for multiple GDL instances...we will just need to schedule things careful as not to exhaust all or disk space storing TBs of intermediate files.