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Subject: IDL (X-Window) fast enough for spin simulation?

Posted by [ralfu](#) on Thu, 10 Feb 1994 11:38:53 GMT

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One of my users asked, whether IDL (X11, RS6000) would be fast enough for spin dynamics. The (Ising) spins should be hold in a 1 spin=1 bit (and on the screen = 1pixel) way and this should be flushed to the screen very often.

Or are the underlying Xlib calls to slow?

Any hints appreciated,

Thank you, Ralf

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