
Subject: Re: Windows IDL in Parallels on a MacBook
Posted by [David Fanning](#) on Wed, 18 Jul 2007 14:28:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

clivecook59@gmail.com writes:

> I have purchased a Macbook and am planning on running the windows
> version of IDL in parallels. Are there any tips for optimizing this
> set up? I appreciate that this is not the optimal way to run idl
> however as i will need to share code with other windows users i
> figured that it would be easier. Also all my previous code has been
> written in windows idl.

Frankly, I think it would be a LOT easier to just
write the darn code in a cross-platform way in the
first place. :-)

It takes about 2 seconds longer than otherwise, and
there are fewer surprises when your lust for a Mac
overcomes your good sense.

If nothing else, you will learn how to write better
programs if you write them on your Mac.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Windows IDL in Parallels on a MacBook
Posted by [JD Smith](#) on Wed, 18 Jul 2007 17:48:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Wed, 18 Jul 2007 08:28:38 -0600, David Fanning wrote:

> clivecook59@gmail.com writes:

>

>> I have purchased a Macbook and am planning on running the windows
>> version of IDL in parallels. Are there any tips for optimizing this set
>> up? I appreciate that this is not the optimal way to run idl however as
>> i will need to share code with other windows users i figured that it
>> would be easier. Also all my previous code has been written in windows
>> idl.

>
> Frankly, I think it would be a LOT easier to just write the darn code in a
> cross-platform way in the first place. :-)
>
> It takes about 2 seconds longer than otherwise, and there are fewer
> surprises when your lust for a Mac overcomes your good sense.
>
> If nothing else, you will learn how to write better programs if you write
> them on your Mac.

You could run IDL under Parallels/XP as well as on the Mac, develop for both from the same set directories, and easily test for cross-platform-itude without visiting another machine. Pretty nice setup. If you get a personal use license, you'd be able to use it for both the OSX and Windows sides. All it will cost is some disk space.

JD

Subject: Re: Windows IDL in Parallels on a MacBook
Posted by [Dick Jackson](#) on Wed, 18 Jul 2007 19:55:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi all,

"JD Smith" <jdsmith@as.arizona.edu> wrote in message
news:pan.2007.07.18.17.48.14.575509@as.arizona.edu...

>> clivecook59@gmail.com writes:

>>
>>> I have purchased a Macbook and am planning on running the windows
>>> version of IDL in parallels. Are there any tips for optimizing this set
>>> up? I appreciate that this is not the optimal way to run idl however as
>>> i will need to share code with other windows users i figured that it
>>> would be easier. Also all my previous code has been written in windows
>>> idl.

> You could run IDL under Parallels/XP as well as on the Mac, develop
> for both from the same set directories, and easily test for
> cross-platform-itude without visiting another machine. Pretty nice setup.
> If you get a personal use license, you'd be able to use it for both the
> OSX and Windows sides. All it will cost is some disk space.

This does look like a very nice idea, and I'm considering it, too. For those who are interested to know more about this (IMO stunning) technology, David Pogue wrote this in the New York Times:

<http://pogue.blogs.nytimes.com/2007/06/07/breaking-down-the->

walls-between-mac-os-x-and-windows/

Sorry I'm not adding much to the discussion, but I too would like to know of any 'gotchas' that will prevent using a MacBook for Windows IDL development. Hmm, it seems that there are three technologies that look to provide this:

<http://www.parallels.com/en/products/desktop/>

<http://www.virtualbox.org>

<http://www.vmware.com/beta/fusion/>

Anyone have experience with IDL on XP or Vista on an Intel Mac?

Cheers,

-Dick

--

Dick Jackson Software Consulting

<http://www.d-jackson.com>

Victoria, BC, Canada

+1-250-220-6117

dick@d-jackson.com

Subject: Re: Windows IDL in Parallels on a MacBook

Posted by [Michael Galloy](#) on Thu, 19 Jul 2007 14:19:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 do 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

--

www.michaelgalloy.com

Subject: Re: Windows IDL in Parallels on a MacBook

Posted by [JMZawodny](#) on Thu, 19 Jul 2007 15:12:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Jul 18, 10:16 am, [clivecoo...@gmail.com](#) wrote:

> Hi,
>
> I have purchased a Macbook and am planning on running the windows
> version of IDL in parallels. Are there any tips for optimizing this
> set up? I appreciate that this is not the optimal way to run idl
> however as i will need to share code with other windows users i
> figured that it would be easier. Also all my previous code has been
> written in windows idl.
>
> many thanks
>
> Clive Cook

I've been running this setup for a few months now. My reasons are different though. I hate windows, love OS X, Hate IDL on X11, love IDL on windows. My problem in optimization of this system has been with parallels support for hardware OpenGL acceleration. I was thrilled when the new shader objects came out in IDL v6.4 only to be disappointed that parallels did not initially support OpenGL and later in that only OpenGL v1.5 was supported (Shader objects require v2.0). The parallels development pace is rapid though and I'd expect v2.0 support will appear at some point. Other than that, this setup is very responsive and reliable. The best solution would be for ITTvis to develop a native (non-X11) OS X version of IDL.

Joe
