

Re: LTspice

Source: <http://sci.tech-archive.net/Archive/sci.electronics.cad/2005-03/0337.html>

From: Chuck Harris (cf-NO-SPAM-harris_at_erols.com)

Date: 03/21/05

Date: Mon, 21 Mar 2005 15:12:38 -0500

ldg wrote:

> *On Mon, 21 Mar 2005 15:07:56 +0000 (UTC), kensmith@green.rahul.net*

> *(Ken Smith) wrote:*

>

>

>>*In article <9rbr3156lgmhjsde20broe064ghd6ih7i1@4ax.com>,*

>>*ldg <asfd@hotmail.com> wrote:*

>>*[...]*

>>

>>>*Ltspice really does run well under wine. I was impressed. I didn't*

>>>*do benchmarks, so have no way of knowing at this point how the extra*

>>>*overhead might affect a long simulation.*

>>

>>*I think you will find that the extra overhead of running it under Windows*

>>*(at least Win98) makes it run only a little slower than it does using*

>>*wine. Is this what you mean?*

>>

>

>

> *Actually, I was wondering how wine itself works as an emulator.*

The acronym for Wine is: <W>ine <I>s <N>ot an <E>mulator

Wine is an applications interface for windows code that runs under x86 based linux systems. Just like 'doze 98 is an applications interface for windows code that runs under DOS.

I'm

> *supposing it adds another layer between the application and the*

> *hardware and would incur some overhead. Is this not the case?*

No more so than the layer between windoes and dos. The underlying operating system, linux, is a whole bunch more efficient than the windows/dos mess.

-Chuck