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Subject: system requirements for 3D object graphics  
Posted by [Brad Gom](#) on Thu, 20 Aug 1998 07:00:00 GMT  
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I beginning to venture into the mystical land of IDL object graphics, and I'm wondering what the system requirements are for using 3d graphics objects. I can write working routines on my P333 desktop with 3d card, but nothing seems to work on my P133 laptop without a 3d card. Everything else with IDL works fine on the laptop.

Am I missing something obvious?

Brad Gom

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