
Subject: IDL and OpenGL hardware?

Posted by [Liam Gumley](#) on Fri, 16 Oct 1998 07:00:00 GMT

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I'm wondering if anyone would like to share their experience with running IDL5 on systems equipped with OpenGL hardware. In particular for PC and Mac systems,

- (1) What graphics hardware you have,
- (2) What driver(s) you are using,
- (3) What kind of IDL performance benefits you have noticed.

The reason I ask is that yesterday I was able to play with a fast SGI Octane workstation running the wonderful Vis5D package (check it out at (see <http://www.ssec.wisc.edu/~billh/vis5d.html>) and I'd like to eventually realize the same kind of 3D performance on a PC running IDL.

Cheers,
Liam.

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