
Subject: Re: IDL and OPENGL

Posted by [enric](#) on Wed, 08 Sep 1999 07:00:00 GMT

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In article <7r0emb\$skqp\$1@nnrp1.deja.com>,
enric@indo.es wrote:

> Hi!

>

> We are using IDL to develop a user interface. In this interface,

> a graphical windows is opened and closed. This window constains a

> IDL_Draw object quite big.

> Our machine has a OPENGL graphics card. When we use the 'use hardware

> OPENGL' flag... we loose 4 MB of memory each time the window is

> opened/closed. If we set 'use software OPENGL' no memory is lost.

>

> Anyone knows the reason/solution ??

>

> Thanks,

>

> Enric

>

> Sent via Deja.com <http://www.deja.com/>

> Share what you know. Learn what you don't.

>

We found it out!

Thanks to Karl Schultz, who pointed us to the graphics card.

The resolution we were using was too high for the graphics card to support OpenGL. Reducing the resolution no memory is lost. So, we do not know were the problem is. But we know how to avoid it.

Thanks.

Enric

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