
Subject: IDL and OPENGL

Posted by [enric](#) on Mon, 06 Sep 1999 07:00:00 GMT

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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

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