
Subject: Using Hardware rendering (Open GL) on a Mac
Posted by [Ricardo Fonseca](#) on Sun, 12 Mar 2000 08:00:00 GMT
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Hi

I'm trying to have IDL 5.1.1 on a Mac use OpenGL hardware rendering for Object Graphics. I'm running MacOS 9 on 350Mhz G3 with an ATY Rage 128, and I've installed OpenGL 1.1.2, but the option to switch to hardware rendering still appears grayed out on the File->Preferences->Graphics Dialog Box. Can anyone help?

Thanks in advance, Ricardo
