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Subject: Re: Top 10 IDL Requests

Posted by [Richard Tyc](#) on Tue, 18 Jul 2000 07:00:00 GMT

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My two bits would be increased performance for Object graphics especially volume objects which do not make use of any OpenGL hardware acceleration so volume rendering speeds are quite slow even on multi CPU machines. This would greatly help in developing medical imaging apps where volume rendering MRI/CT data sets is becoming quite common.

Rich

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