
Subject: Re: Top 10 IDL Requests

Posted by [davidf](#) on Tue, 25 Jul 2000 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Richard Tyc (richt@sbrc.umanitoba.ca) writes:

- > 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.

My understanding is that not only are object graphic volumes written to take advantage of OpenGL hardware acceleration, but they are also the only thing in IDL that is multi-tasking. Volume rendering can be parsed out to multiple CPUs on machines that support them.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155
