Subject: Re: speed up the display on Linux
Posted by Karl Schultz on Mon, 17 Jun 2002 17:45:11 GMT
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"Randall Skelton" <rhskelto@atm.ox.ac.uk> wrote in message
 news:Pine.LNX.4.33.0206122323320.25959-100000@moriarty.atm.o x.ac.uk...
>
> On Thu, 13 Jun 2002, Mark Hadfield wrote:
>
>> That's interesting. Here is one of the things Karl Schultz or RSI
>> wrote to me in response to the "Object graphics under Linux: are
>> they supposed to be that slow?" thread:
>>
>>   We didn't support "hardware" rendering on Linux in IDL 5.5. In
>>   fact, on other UNIX-like systems with questionable OpenGL support,
>>   we don't support it either. (You can tell if we try by seeing if
>>   there is a "gl_driver.so" file in our binary distribution.) These
>>   systems without the gl_driver file just end up using the Mesa
>>   software rendering library for both IDL hardware and software
>>   rendering.
>
> I do hope someone from RSI can post a reply to the group and explain the
> current state of OpenGL acceleration for Linux once and for all. If the
> above is true, I agree that IDL will not benefit significantly from
> enabling hardware acceleration in Free as the shared Mesa libraries
> distributed with IDL will be used no matter what. Given the ever
> increasing support for OpenGL in Linux, I do hope this changes soon.

Mark's right; we don't try to use hardware acceleration in IDL 5.5 on Linux.
The Linux support just wasn't mature enough at that time. Some of our best
Linux/OpenGL hacks just couldn't get a stable enough system to work with
even the best Linux distros.

>> Are you sure that you get different results on Linux with hardware vs
>> software rendering?

There really shouldn't be any difference. If there are differences,
something else is going on.

Karl