
Subject: Re: speed up the display on Linux
Posted by [Mark Hadfield](#) on Fri, 14 Jun 2002 05:55:21 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.ox.ac.uk...

- > 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.

I'm sure Karl Schultz could enlighten us all about current position & future plans. He has been known to follow this group, but perhaps he's otherwise occupied at the moment. I do know that he was keen to get OpenGL acceleration working with Linux.

In the meantime, if you want to find out what renderer your IDLgrWindow object is using, call its GetDeviceInfo method with the ALL keyword set and check the result. If it says something about "Mesa" then it's using RSI's software renderer.

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