
Subject: Re: speed up the display on Linux

Posted by [Randall Skelton](#) on Wed, 12 Jun 2002 22:38:45 GMT

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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.

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

I will try and check this on my workstation later this week... sigh.

Cheers,
Randall
