Subject: Re: speed up the display on Linux
Posted by Mark Hadfield on Wed, 12 Jun 2002 21:17:26 GMT
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"M. Katz" <MKatz843@onebox.com> wrote in message
news:4a097d6a.0206111308.3a713d19@posting.google.com...
> K0me problem with slow Object graphics rendering on Linux, so I had
> our resident guru look into it. Here's his comment to me.
>
> "Normally, all that you have to do is install the linux drivers for
> the specific video adapter that you have, and make sure that
> hardware acceleration is enabled for the video card. The hardware
> acceleration module is called "glx" and it can be found in the
> XF86Config file (usually /etc/X11/XF86Config). It should not be
> commented out."
>
> Once he fixed it, our OpenGL rendering is lightning fast. Now it's
> almost as nice as on my Mac :) Software rendering is not required
> here.

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.
>
> [Karl also indicated that RSI are looking at enabling OpenGL support in future versions.]

So I am surprised that enabling the glx module has any effect on IDL object graphics performance. But perhaps I am confused about the various layers in the graphics system and how they connect.

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

Perhaps Karl can comment on this.

PS: I can't test any of this because I've gone back to Windows for the time being.

--

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