
Subject: Re: speed up the display on Linux
Posted by [MKatz843](#) on Tue, 11 Jun 2002 21:08:06 GMT
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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.

> I just want to make sure whether there is a solution beside buying a
> windows IDL lincense.
(There's no need for that sort of nonsense.)

M. Katz
