Oh man, you are going to make me find it again??? :)

The answer comes from the ever effervescent Karl Shultz:

 http://groups.google.com/groups?q=IDLgrVolume+%2Bhardware+gr oup:comp.lang.id
 l-pvwave+author:Karl&hl=en&lr=&ie=UTF-8&oe=U TF-8&selm=akjl6u%24aok%241%40new
 s.rsinc.com&rnum=2

The thread covered a couple of topics but at the bottom Karl addresses
volume rendering:

"The volume renderer built into IDLgrVolume uses a software ray-casting
approach to create the image, which is pretty compute-intensive. OpenGL
acceleration has no impact on rendering IDL volumes, except when blitting
the (2D) result to the screen."

-Rick

"David Fanning" wrote
> Rick Towler writes:
>
>> IDLgrVolume doesn't utilize hardware rendering at all so the type of
>> graphics hardware and hardware/software switch is mostly irrelevant
(only
>> used when blitting the 2d result to the screen).
>
> Really!? Where do you find this information, Rick?
>
> I have a vague recollection this is true, and -- of
> course -- I believe everything you tell me without question,
> but my wife is from Missouri and would like some evidence from
> me. I've been poking around for half-hour now without
> any joy at all. This Alzheimers (or whatever it is) is
> especially bad when I get back from a trip. :-(
>
> Cheers,
>
> David
> --
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> Coyote's Guide to IDL Programming: http://www.dfanning.com/
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