
Subject: Re: IDLgrVolume

Posted by [David Fanning](#) on Tue, 21 Jan 2003 20:32:58 GMT

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Rick Towler (rtowler@u.washington.edu) 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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