
Subject: X11 0.2.1,OpenGL and IDL object Graphics
Posted by [John Boccio](#) on Sat, 15 Feb 2003 20:58:03 GMT
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Confuguration:

Macintosh G4 733 MHz
768 MB RAM
Mac OSX V10.2.4
IDL V5.6
AGP graphics
NVidia GeForce2 MX card - 32 MB
Apple X11 V0.2.1

Problem:

Set hardware OpenGL rendering in Preferences.

Crashes on any Object Graphics code
including DEMO - Object World
or my own codes.

Works fine with Software Rendering.

Is Hardware OpenGL supposed to work yet?

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