
Subject: Re: 3d graphics

Posted by [Karl Schultz](#) on Tue, 25 Feb 2003 15:09:12 GMT

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"Dan Madeira" <d.madeira@ucl.ac.uk> wrote in message
news:b3fia0\$j4k\$1@uns-a.ucl.ac.uk...

>

> Thanks everyone for the info, we'll try it out asap.

>

> We're using a mac (another thing that we've never used before) with dual

> Geforce 4 TIs so it should be able to handle anything that we can throw at

> it... And luckily I'm not working by myself, its a 6 man group project, so

I

> have someone else to share the programming misfortune with.

>

> I suspect you'll all be hearing about about our other problems in the near

> future.

If you're on a Mac with OS X, then be sure to get the Apple X Server Beta so
that you get hardware accelerated graphics. I have a hard time imagining
poor graphics performance drawing a few orbs in this configuration.

Hey, if you end up with something that looks cool, we'd love to see a screen
shot.

Karl
