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Subject: Re: video cards

Posted by [Rick Towler](#) on Thu, 22 May 2003 18:18:57 GMT

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"David Chevrier" wrote in message...

> I was wondering if anyone is using a 3D Labs Wildcat4 7210 video  
> card. I wanted to know what people thought of this card and  
> how they set their video options. I'm not setting the results I had  
> hoped for.

You never do...

Just so we're on the same page, your Wildcat will only show it's teeth while using hardware (OpenGL) rendering in object graphics. Matt's comment that RSI designs the OG rendering system for maximum compatibility is right on. Although I have no inside knowledge I would assume they use few if any GL extensions so many of the features of modern 3d display adapters go unused. That being said, it doesn't mean you can't push a lot of pixels. The Wildcat4 is an impressive card on paper. It should do quite well in IDL.

Performance depends a lot on what you are doing. Can you describe what you are trying to do? How are you measuring performance?

> I know that some of this is due to both IDL memory  
> limitations on 32-bit OS's (I'm using WinXP pro).

I don't think that this is a 32/64 bit issue as you are unlikely bumping into the address limitations of the PC. In general, viz applications are bottlenecked at the display adapter (depending on the vertex count/window size).

> I write mostly object-oriented gui's for government acoustic  
> data at NOAA.

What sort of acoustics?

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