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Subject: Re: IDL 6.1.1 : how to activate opengl in hardware ?  
Posted by on Fri, 28 Jan 2005 14:26:21 GMT  
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Ok, I think I understand... when you set RETAIN=2 in Widget\_Draw(), then it deactivate hardware rendering !!! With RETAIN=0, I must control the drawing update, but hardware rendering is back ! Is it a bug, or I misunderstood what RETAIN keyword means ? Thanks for your help...  
Regards,

J. Boivin  
(For those who understand frenchies, <http://jboivin.free.fr/visualisDicom/>)

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Thanks for your answer. No, I have no dual screens, and I render directly to an IDLgrWindow and not to an IDLgrBuffer. I will perform the anti-aliasing test, and I'll see...

I'm using :  
draw3dID = Widget\_Draw(tab3DgaucheID, xsize=512, ysize=512, RENDERER=0, GRAPHICS\_LEVEL=2, /BUTTON\_EVENTS, /MOTION\_EVENTS, /EXPOSE\_EVENTS, RETAIN=2)  
and not directly an IDLgrWindow object, is there a difference ?

JB

Rick Towler a 1/2crit :  
> David Fanning wrote:  
> :=?ISO-8859-1?Q?J=E9r=F4me\_Boivin?= writes:  
>  
>>  
>>  
>>> ( I don't understand why IDL Virtual Machine doesn't activate  
>>> hardware rendering...  
>  
>  
> It does. You must have a problem with your configuration.  
>  
> Are you running dual monitors (some nVidia dual monitor configurations  
> will not be accelerated on the secondary monitor)? You do know that  
> volume rendering is not accelerated? You are rendering directly to an  
> IDLgrWindow and not to a IDLgrBuffer and then to the window (IDL always  
> renders to the buffer via software renderer)?  
>  
> You will always see your processor pegged at 100% as IDL is very  
> processor bound in practice but this doesn't mean that it isn't  
> rendering via OpenGL.  
>

> A simple test would be to turn on your adapters anti-aliasing and render  
> a simple IDLgrPolygon object using XOBJVIEW. Inspect the object for  
> jaggies. Turn it off and perform the same test. If your adapter is  
> working the difference between the two will be obvious. (you need to  
> restart IDL after changing the AA state).  
>  
>  
>> Probably because they would prefer to show off their software running  
>> correctly (albeit slowly) rather than incorrectly (but fast). :-)  
>  
>  
> David, I think you are living in the 90's. You're still not using that  
> Quadro you bought 3 years ago are you???  
>  
> There are very few if any issues I have run into with hardware rendering  
> in the past few years and recently I encountered the problem the other  
> way around.  
>  
> And as for speed, unless you have a very unbalanced system you should  
> always render faster with hardware rendering enabled. As an added  
> bonus, image quality is often better since most modern graphics adapters  
> perform anti-aliasing.  
>  
>  
> -Rick

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