Subject: Re: IDL 6.1.1 : how to activate opengl in hardware ?
Posted by on Fri, 28 Jan 2005 13:19:49 GMT
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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 ï¿½crit :
> 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
