Subject: Re: IDL 6.1.1 : how to activate opengl in hardware ?
Posted by netnews.comcast.net on Fri, 28 Jan 2005 06:13:50 GMT
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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