Subject: Re: IDL 6.1.1 : how to activate opengl in hardware ?
Posted by David Fanning on Thu, 27 Jan 2005 21:06:49 GMT
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=?ISO-8859-1?Q?J=E9r=F4me_Boivin?= writes:

> (I don't understand why IDL Virtual
> Machine doesn't activate hardware rendering...

Probably because they would prefer to show off their software
running correctly (albeit slowly) rather than incorrectly (but fast).
:-)

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/