Subject: Re: IDL 6.1.1 : how to activate opengl in hardware ?
Posted by David Fanning on Thu, 27 Jan 2005 18:51:03 GMT
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=?ISO-8859-1?Q?J=E9r=F4me_Boivin?= writes:

>   Is there someone who can tell me how to activate hardware rendering in
> OpenGL with IDL ? Whatever I set RENDERER=0 or RENDERER=1, it seems to
> be always the software renderer that is used (it's so slow !). Is there
> something to activate, or a dll to install ? Please help me !
>
> JB
>
> PS : I'm using IDL on Windows plateform...

As it happens, the software renderer, for some things,
is even *faster* than hardware rendering!

There are a couple of places to turn hardware rendering
on. The default setting is under File->Preferences menu
on the IDLDE. Choose the Graphics tab and select hardware
rendering. Remember you set it though, because when things
start going south on you, that is the first place to look
for the problem. :-)

Then, rendering options can be set at the IDLgrWindow
level (draw widgets, too). Be sure all these options
are set to hardware rendering (RENDERER=0).

Once you have done all that, just hope and pray
everyone who runs your software will have decent
graphics cards, or you will be running down problems
forever. :-)

Cheers,

David

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