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Subject: IDL 6.1.1 : how to activate opengl in hardware ?

Posted by on Thu, 27 Jan 2005 17:46:01 GMT

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Hello,

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 platform...

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