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Subject: Re: Strange problems with IDL on my PC (memory allocation and 3d rendering)

Posted by [Rick Towler](#) on Wed, 27 Apr 2005 16:41:50 GMT

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Roberto Ricci wrote:

- > 2. The second problem is even more obscure... I noticed that I obtain
- > better performances (half rendering times) by using software OpenGL
- > (RENDERER=1) than hardware acceleration (RENDERER=0)!!!

A Quadro FX3000 is essentially an Geforce FX5900U which is quite a capable card. As you presume, you should see quite a difference between hardware/software rendering both in quality and speed.

- > Please note that RETAIN is correctly set to 0

FWIW, I have a Geforce FX6600 GT and I have retain set to 1 (IDL default for win32), have always had it set to 1, and have never had issues with hardware rendering performance (except with ATI cards but that is another thread). I would try changing this.

Are you running dual screens? In the nVidia performance and quality control panel there should be an option for "Hardware acceleration" which if you are running dual screens you'll want set to "Multi-display performance mode). You may have to check "Show advanced settings" to reveal this option.

Have you installed the latest nVidia Quadro drivers? Generally the reference drivers from nVidia are the best way to go unless you have very specific driver requirements.

HTH,

-Rick

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