
Subject: Virtual Reality Helmets

Posted by [al](#) on Wed, 28 Jun 1995 07:00:00 GMT

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I am using the IDL 4.0 shade_volume and polyshade routines to display iso-surfaces on a VAXstation 4000 and a PC. I would like to be able to view these surfaces using a virtual reality helmet and have no idea where to begin. Is it possible to interface IDL with a virtual reality helmet or use IDL output with such a device ? If so, please tell me how. Thanks

AL
