Subject: Re: NVidia Quadro4 980 XGL card + IDL
Posted by Karl Schultz on Thu, 09 Feb 2006 16:05:12 GMT

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On Wed, 08 Feb 2006 22:26:27 -0800, raval.chintan wrote:

> Dear Karl,
>
> Thanks for your tip. I was able to create the dlm successfully and the
> calls to glDrawBuffer(GL_BACK_RIGHT) were also happening but could not
> see the stereo rendering then I found that the stereo mode was not
> getting switched on and a call to
>
> sprintf(szMessage,
>   "Current OpenGL Driver:\n%s\n%s\n%s\n ",
> glGetString(GL_VENDOR),
> glGetString(GL_RENDERER),
> glGetString(GL_VERSION),
>)
> glGetBooleanv(GL_STEREO, &bStereo)
>
> returned null values for vendor, renderer and version and returned
> GL_FALSE for GL_STEREO flag.

Getting null values here is bad. Are you making the glGetString calls
while an IDLgrWindow Draw is in progress? In other words, are you calling
this from a Draw method that you have overridden in a subclass?

Null values indicate that a GL context is not current and you are making
these calls "out of band". You can't just make these calls from any point
in your IDL program. They must be made while a draw in is progress.

>
> Now my question is (sorry for asking too many questions but I hear the
> folks here are tolerant and are kind) how do I turn the stereo mode
> programmatically ?

This I do not know at the moment. How do you do it in a stand-alone GL
application (outside of IDL)?? I'd have to research this, but maybe I'll
leave it to you. :-) Of course, I'll figure it out when/if we add this to
IDL. :-)

In any case, you need to address the above context problem first.

>
> if we use Pixelformatdescriptor than we need an handle to the window or
> the context how can I get handle to IDL's window in dlm or is it that I
> am completely going on wrong track here???

Well, if this ends up needing to use a different PFD, then we are sunk.
IDL does that deep inside and you cannot influence PFD selection.
Further, you cannot change the PFD on a window once it is made current.
I notice that there is a PFD_STEREO flag, but the Microsoft docs say this
isn't supported. It may be that some ICD's support or pay attention to
it. I know IDL does NOT set this flag when selecting a PFD, so if a PFD
with PFD_STEREO set is required to activate stereo for your card, it isn't
going to happen until RSI formally supports stereo.

>
> Desperatly *seeking* answers

Well, I never said that this would work out, and we gave it a try. IDL
6.2 and 6.3 simply does not support stereo and we're just trying to hack
around it, and it doesn't look good now. But maybe you might still get
someplace. If stereo support is really important to you, let RSI know
about it.

Karl