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Subject: Re: NVidia Quadro4 980 XGL card + IDL  
Posted by [raval.chintan](#) on Thu, 09 Feb 2006 06:26:27 GMT  
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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.

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 ?

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???

Desperatly \*seeking\* answers  
Chintan

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