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Subject: How to use IDLgrShader?

Posted by [airy.jiang](#) on Mon, 28 May 2007 07:49:25 GMT

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IDL 6.4 is available. A new IDLgrShader object provides a way to associate a shader program with the existing IDL graphic objects. That is seemed like a nice tool to increasing the speed of graphics rendering dramatically. But how to use it? anyone got the example source code, or the demo to show the effect of it? I'll very appreciate that someone can answer this question.

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