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Subject: Re: Kling's Christmas Card

Posted by [David Fanning](#) on Sun, 09 Dec 2007 16:37:22 GMT

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David Fanning writes:

- > Nice Christmas Card, as always. But I don't think I am
- > seeing the full effect. How can I tell if my graphics
- > card "supports shaders"? And if it does, what do I do to
- > turn this functionality on?

Maybe I can answer my own question. It looks to me like I need a card that supports OpenGL 2.0. Mine is only OpenGL 1.5 compliant. I guess the other day when I was buying enough RAM to run IDL 7.0 I should have pitched a graphics card into the shopping cart, too. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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