
Subject: Re: iTools hardware rendering

Posted by [Steve Houston](#) on Tue, 11 Mar 2008 17:08:40 GMT

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sjwelch wrote:

> Greetings all,

>

> I'm having a string of problems relating to hardware rendering in IDL

> itools:

>

> Before I start, system specs are as follows:

> Hardware: Dual-core P4 @ 3Ghz, 2GB, 256MB ATI Radeon X600

> Software: IDL 6.3 on Windows XP Pro, ATI Catalyst Driver 08.2 (and an

> earlier version..)

>

Do you have access to IDL 6.4 or later?

Significant improvements were made to rendering performance in 6.4 by using OpenGL vertex buffer objects whenever possible.

In 6.3 one of your CPU cores is maxed out sending points one by one to OpenGL. So 50,000 points means 50,000 calls to glVertex.

In 6.4 only one call is required to render all 50,000 points, moving the workload from the CPU to the GPU.

Regards,
Steve.
