
Subject: Re: 3D stereo display

Posted by mapper4u6@gmail.com on Tue, 24 Feb 2009 16:40:19 GMT

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On Feb 22, 11:49 pm, rtow...@gmail.com wrote:

> On Feb 20, 6:00 am, "mapper... wrote:

>

>> I like to know if anyone knows how IDL can call the 3D graphic card to

>> display stereo (left/right image, not anaglyph), or call OpenGL to do

>> it, or who is interested to do it within IDL?

>

> Usually this sort of thing is done in the driver but there is no

> reason you can't do it in IDL. I did this a while back with my camera

> class, a modified serial port dlm, and a hacked pair of LCD shutter

> glasses. You don't mention shutter glasses, and if you don't need to

> sync to an external device such as these it is even easier. All you

> really need to do is construct a left and right eye view and either

> alternate between them or display each to the appropriate "3d display

> device".

> glyph

> google should point you to a few websites that work thru the theory.

> I'll see if I can dig up that old code...

>

> -Rick

Thanks Mike and Rick.

What I am interested in is to use Shutter glasses instead of anaglyph.

I have got the left and right view, but I do not know how to use IDL

(or IDL widget_draw) to display it on the 3D display device. So Mike

if you have this experience, can you give me some information. Or If

we like to contract this to you, how long and how much it will take?
