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Subject: Re: 3D stereo display

Posted by [rtowler](#) on Mon, 23 Feb 2009 04:49:17 GMT

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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".

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

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