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Subject: Re: IDL Windows vs Linux

Posted by [David Foster](#) on Wed, 16 Apr 1997 07:00:00 GMT

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bart hoekstra wrote:

>

> Charles Martin wrote:

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> One questions I'm not sure of though. We have an OpenGL server on our

> machine

> (i.e. not Mesa). Does IDL 5.0 use the OpenGL server if its available or

> does it

> always use Mesa? OpenGL is significantly faster in rendering.

IDL 5.0 utilizes OpenGL when it is available, including Linux running on an Intel system and on Windows (95,NT). The new Sparc Ultra's have OpenGL, as do SGI's. See the January '97 Research Systems Newsletter for more info.

Dave

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