
Subject: Re: IDL and GPU

Posted by [Michael Galloy](#) on Fri, 11 Dec 2015 17:57:17 GMT

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On 12/11/15 7:08 AM, alx wrote:

> Is it possible to use an IDL shader object for accessing a GPU device which is not a graphic device ?

>

Yes, using IDLgrShader, but that is fairly painful to program. I would recommend using a library like GPULib (NVIDIA graphics cards only, www.txcorp.com/gpulib) to accelerate IDL using a GPU.

Mike

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Modern IDL: A Guide to IDL Programming (<http://modernidl.idldev.com>)
