Subject: Re: video cards
Posted by David Fanning on Tue, 20 May 2003 15:05:39 GMT
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David Chevrier (David.Chevrier@noaa.gov) writes:

> Hi - I was wondering if anyone is using a 3D Labs Wildcat4 7210 video
> card. This is a high-end workstation that supports OpenGL, but not
> DirectX (which is fine for me as this is my work computer and only
> used for IDL). I wanted to know what people thought of this card and
> how they set their video options. I'm not setting the results I had
> hoped for... I know that some of this is due to both IDL memory
> limitations on 32-bit OS's (I'm using WinXP pro).
> http://www.rsinc.com/services/techtip.asp?ttid=3346 I would also like
> to see what other video cards people are using and which they think
> are the best. Any advice or input is appreciated. The rest of my rig
> is: dual liquid-cooled (swiftech) 2.8 533fsb xeons, 4gb pc2100 ecc
> reg. ddr, vantec stealth 520w power supply, 52x24x52 lite-on burner,
> 120gb 8mb cache western digital hd, supermicro x5dae mb, lian-li
> pc-75b case with clear window. (This is my dream machine.... I did it
> up with red led's and neon lights... complete with temperature monitor
> and fan controller!)   I write mostly object-oriented gui's for
> government acoustic data at NOAA. Thanks!

Wrong group. This should be posted to comp.penis.envy.

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: video cards
Posted by Matt Feinstein on Tue, 20 May 2003 15:39:20 GMT
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On 20 May 2003 07:56:25 -0700, David.Chevrier@noaa.gov (David
Chevrier) wrote:

> Hi - I was wondering if anyone is using a 3D Labs Wildcat4 7210 video
> card. This is a high-end workstation that supports OpenGL, but not
> DirectX (which is fine for me as this is my work computer and only

> used for IDL). I wanted to know what people thought of this card and
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> limitations on 32-bit OS's (I'm using WinXP pro).
> http://www.rsinc.com/services/techtip.asp?ttid=3346 I would also like
> to see what other video cards people are using and which they think
> are the best. Any advice or input is appreciated.

You can't separate video performance from IDL performance,
particularly with high-end stuff, because RSI probably implements
their graphics operations for maximum compatibility rather than
maximum performance-- implying that the gee-whiz stuff (such as
programmable vertex and pixel shaders, static vertex arrays, etc.) in
your 3DLabs card won't be used. If you really, really, really need the
high performance you'll probably have to implement it by hand, via a
CALL_EXTERNAL routine that creates its own OpenGL context.

Matt Feinstein

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The Law of Polarity: The probability of wiring a battery with
the correct polarity is $(1/2)^N$, where N is the number of times
you try to connect it.

Subject: Re: video cards
Posted by paul wisehart on Tue, 20 May 2003 17:40:20 GMT
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On Tue, 20 May 2003 09:05:39 -0600, David Fanning <david@dfanning.com> wrote:
> David Chevrier (David.Chevrier@noaa.gov) writes:
>> <snipped>
>
> Wrong group. This should be posted to comp.penis.envy.

HAHAHA, now I have wipe up the coffee off of my keyboard!
:wq

--
paul   \ /
wisehart >/
   </////$>
    |\\\\

Subject: Re: video cards
Posted by David.Chevrier on Thu, 22 May 2003 16:12:11 GMT

thanks!