Subject: video cards
Posted by David.Chevrier on Tue, 20 May 2003 14:56:25 GMT
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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!

Subject: Re: video cards
Posted by Rick Towler on Thu, 22 May 2003 18:18:57 GMT
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"David Chevrier" wrote in message...

> I was wondering if anyone is using a 3D Labs Wildcat4 7210 video
> card. 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.

You never do...

Just so we're on the same page, your Wildcat will only show it's teeth while using hardware (openGL) rendering in object graphics. Matt's comment that RSI designs the OG rendering system for maximum compatibility is right on. Although I have no inside knowledge I would assume they use few if any GL extensions so many of the features of mondern 3d display adapters go unused. That being said, it doesn't mean you can't push a lot of pixels. The Wildcat4 is an impressive card on paper. It should do quite well in IDL.

Performance depends a lot on what you are doing. Can you describe what you are trying to do?   How are you measuring performance?

> I know that some of this is due to both IDL memory
> limitations on 32-bit OS's (I'm using WinXP pro).

I don't think that this is a 32/64 bit issue as you are unlikely bumping
into the address limitations of the PC. In general, viz applications are
bottlenecked at the display adapter (depending on the vertex count/window
size).

> I write mostly object-oriented gui's for government acoustic
> data at NOAA.

What sort of acoustics?

Subject: Re: video cards
Posted by David.Chevrier on Tue, 27 May 2003 14:43:17 GMT

thanks for all the info!

> Performance depends a lot on what you are doing. Can you describe what you
> are trying to do?   How are you measuring performance?
>
> What sort of acoustics?

   i'm working with HUGE arrays. we use a simrad ek500 echosounder
with 3 seperate frequencies, so i am getting 3 650 floating-point
arrays per second. i go out to sea and collect data 6 weeks a year,
so i end up with gb's and gb's of data. i was able to make a program
that allows you to interactly view weeks of data at once (using rebin
and congrid). the tough part was making a surface that had the x-y-z
axis as lng,lat,depth, where the boat traveled (with cutoffs at the
ocean depth) and then pasting the acoustic data onto the surface. (i
know this sounds easy.. but this wasnt a simple surface and image
problem. it is tough to explain without visuals, but you can check
out http://www.nefsc.noaa.gov/femad/ecosurvey/acoustics/ if you really
want to understand our data.)

rick - do you know Mike Jech?
david - i can understand your jealosy, but no need to be envious, we
can't all have big computers :)   you might want to check out
comp.cold.shower

Subject: Re: video cards
Posted by Rick Towler on Tue, 27 May 2003 16:46:28 GMT

"David Chevrier" wrote in message...

> thanks for all the info!
>
>> Performance depends a lot on what you are doing. Can you describe
>> what you are trying to do?

>   i'm working with HUGE arrays. we use a simrad ek500 echosounder

Just wait until you get that SM2000!

I can tell you that your setup is about as good as it is going to get. With
data this dense you will need to get creative because as you have discovered
you really can't just throw the data at the hardware and get the results you
want.

> rick - do you know Mike Jech?

Are you working with Mike "Groundskeeper Willie" Jech? He didn't buy you
that computer, did he? Looks like I need to upgrade...

Subject: Re: video cards
Posted by David.Chevrier on Tue, 27 May 2003 21:04:43 GMT

>
> Just wait until you get that SM2000!

mult-beam! i have no idea how i'm gonna do visuals for that one! but
as we dont have any data yet, i dont need to worry about it... for now

>
> Are you working with Mike "Groundskeeper Willie" Jech? He didn't buy you
> that computer, did he? Looks like I need to upgrade...

"Groundskeeper Willie".... hmm, i'll have to ask him about that one.
he let me research and pick out all the parts. but i put this baby
together myself (and threw in a few hundred bucks of my own cash into
it too) its unbelieveable!! pretty good rig considering my degrees
in biotechnology and biology.

dave