
Subject: Re: Kling's Christmas Card

Posted by [David Fanning](#) on Sun, 09 Dec 2007 16:37:22 GMT

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David Fanning writes:

- > Nice Christmas Card, as always. But I don't think I am
- > seeing the full effect. How can I tell if my graphics
- > card "supports shaders"? And if it does, what do I do to
- > turn this functionality on?

Maybe I can answer my own question. It looks to me like I need a card that supports OpenGL 2.0. Mine is only OpenGL 1.5 compliant. I guess the other day when I was buying enough RAM to run IDL 7.0 I should have pitched a graphics card into the shopping cart, too. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Kling's Christmas Card

Posted by [David Fanning](#) on Sun, 09 Dec 2007 17:01:10 GMT

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David Fanning writes:

- > Maybe I can answer my own question. It looks to me like
- > I need a card that supports OpenGL 2.0. Mine is only
- > OpenGL 1.5 compliant. I guess the other day when I was
- > buying enough RAM to run IDL 7.0 I should have pitched
- > a graphics card into the shopping cart, too. :-)

Yikes! Performance on graphics cards has passed me by, just like everything else. :-)

I don't think I need a GTX Ultra GDDR3 AGP, whatever the hell that is. But I do need something to keep from being embarrassed. Any of you running anything you like that will show Ronn's Christmas Card in all its glory and won't break the bank?

Cheers,

David

--

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Subject: Re: Kling's Christmas Card

Posted by [Vince Hradil](#) on Sun, 09 Dec 2007 17:20:52 GMT

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On Dec 9, 11:01 am, David Fanning <n...@dfanning.com> wrote:

> David Fanning writes:

>> Maybe I can answer my own question. It looks to me like
>> I need a card that supports OpenGL 2.0. Mine is only
>> OpenGL 1.5 compliant. I guess the other day when I was
>> buying enough RAM to run IDL 7.0 I should have pitched
>> a graphics card into the shopping cart, too. :-)

>

> Yikes! Performance on graphics cards has passed me by,
> just like everything else. :-(

>

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> the hell that is. But I do need something to keep from
> being embarrassed. Any of you running anything you like
> that will show Ronn's Christmas Card in all its glory and
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>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

I'm getting a solid snowflake randomly moving around. Nice, but not what it should be. David, how did you determine the OpenGL capabilities of your card?

Subject: Re: Kling's Christmas Card

Posted by [David Fanning](#) on Sun, 09 Dec 2007 17:34:24 GMT

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Vince Hradil writes:

> I'm getting a solid snowflake randomly moving around. Nice, but not
> what it should be. David, how did you determine the OpenGL
> capabilities of your card?

I googled for "NVidia FX 5200 tech specs". :-)

Cheers,

David

P.S. Do you suppose Ronn is in on this ITTVIS conspiracy?

--

David Fanning, Ph.D.

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Subject: Re: Kling's Christmas Card

Posted by [Vince Hradil](#) on Sun, 09 Dec 2007 17:37:43 GMT

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On Dec 9, 11:34 am, David Fanning <n...@dfanning.com> wrote:

> Vince Hradil writes:

>> I'm getting a solid snowflake randomly moving around. Nice, but not
>> what it should be. David, how did you determine the OpenGL
>> capabilities of your card?

>

> I googled for "NVidia FX 5200 tech specs". :-)

>

> Cheers,

>

> David

>

> P.S. Do you suppose Ronn is in on this ITTVIS conspiracy?

>

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Hmmm... I suppose no one is beyond suspicion...

Subject: Re: Kling's Christmas Card
Posted by [ronn](#) on Sun, 09 Dec 2007 23:16:27 GMT
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>> David
>
>> P.S. Do you suppose Ronn is in on this ITTVIS conspiracy?
>

>
> Hmm... I suppose no one is beyond suspicion...- Hide quoted text -
>
> - Show quoted text -

Egads, I have been found out....

-Ronn

Subject: Re: Kling's Christmas Card
Posted by [Rick Towler](#) on Mon, 10 Dec 2007 18:32:47 GMT
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David Fanning wrote:

> David Fanning writes:
>
>> Maybe I can answer my own question. It looks to me like
>> I need a card that supports OpenGL 2.0. Mine is only
>> OpenGL 1.5 compliant. I guess the other day when I was
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> Yikes! Performance on graphics cards has passed me by,
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> I don't think I need a GTX Ultra GDDR3 AGP, whatever
> the hell that is. But I do need something to keep from
> being embarrassed. Any of you running anything you like
> that will show Ronn's Christmas Card in all its glory and
> won't break the bank?

Oh boy. By the time you are done with this upgrade you would have been able to buy a shiny new Dell!

I tend to stick with nVidia based cards as they have historically had better OpenGL and linux support. I think you have to look to the 6600 or better for OGL 2.0 support. Since you most likely have a computer

with an AGP socket, that will limit you to the 6600, 6800, or 7x00. An additional consideration is current draw. Since I know you're not the kind of guy who knows off the top of his head the power output of your PC's power supply and who manufactured it (I mean, you are considering buying a Mac*), I would recommend sticking to the few cards that don't require an additional power plug. If you really want to take your current PC as far as it can go you'll need to crawl under the desk.

Given this restriction, how about this:

http://www.newegg.com/Product/Product.aspx?Item=N82E16814136_008

I'm sure it is a fine card and will display Ronn's card acceptably. Let me also introduce you to the "egg". May you never spend \$240 on a memory upgrade again.

If you do upgrade your card, download and install the latest drivers from www.nvidia.com (for windows). If you're running linux I'll leave that exercise up to you.

-Rick

* I'm kidding, Macatistas. It's a joke. No need to get worked up.
