
Subject: 3D stereo display

Posted by mapper4u6@gmail.com on Fri, 20 Feb 2009 14:00:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

I like to know if anyone knows how IDL can call the 3D graphic card to display stereo (left/right image, not anaglyph), or call OpenGL to do it, or who is interested to do it within IDL?

Subject: Re: 3D stereo display

Posted by rtowler on Mon, 23 Feb 2009 04:49:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Feb 20, 6:00 am, "mapper... wrote:

> I like to know if anyone knows how IDL can call the 3D graphic card to
> display stereo (left/right image, not anaglyph), or call OpenGL to do
> it, or who is interested to do it within IDL?

Usually this sort of thing is done in the driver but there is no reason you can't do it in IDL. I did this a while back with my camera class, a modified serial port dlm, and a hacked pair of LCD shutter glasses. You don't mention shutter glasses, and if you don't need to sync to an external device such as these it is even easier. All you really need to do is construct a left and right eye view and either alternate between them or display each to the appropriate "3d display device".

google should point you to a few websites that work thru the theory. I'll see if I can dig up that old code...

-Rick

Subject: Re: 3D stereo display

Posted by mapper4u6@gmail.com on Tue, 24 Feb 2009 16:40:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Feb 22, 11:49 pm, rtow...@gmail.com wrote:

> On Feb 20, 6:00 am, "mapper... wrote:
>

>> I like to know if anyone knows how IDL can call the 3D graphic card to
>> display stereo (left/right image, not anaglyph), or call OpenGL to do
>> it, or who is interested to do it within IDL?

>
> Usually this sort of thing is done in the driver but there is no
> reason you can't do it in IDL. I did this a while back with my camera
> class, a modified serial port dlm, and a hacked pair of LCD shutter

> glasses. You don't mention shutter glasses, and if you don't need to
> sync to an external device such as these it is even easier. All you
> really need to do is construct a left and right eye view and either
> alternate between them or display each to the appropriate "3d display
> device".
> glyph
> google should point you to a few websites that work thru the theory.
> I'll see if I can dig up that old code...
>
> -Rick

Thanks Mike and Rick.

What I am interested in is to use Shutter glasses instead of anaglyph.
I have got the left and right view, but I do not know how to use IDL
(or IDL widget_draw) to display it on the 3D display device. So Mike
if you have this experience, can you give me some information. Or If
we like to contract this to you, how long and how much it will take?

Subject: Re: 3D stereo display

Posted by [rtowler](#) on Tue, 24 Feb 2009 17:46:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Feb 24, 8:40 am, "mapper...@gmail.com" <zjwan...@gmail.com> wrote:

> On Feb 22, 11:49 pm, rtow...@gmail.com wrote:

>

>

>

>> On Feb 20, 6:00 am, "mapper... wrote:

>

>>> I like to know if anyone knows how IDL can call the 3D graphic card to
>>> display stereo (left/right image, not anaglyph), or call OpenGL to do
>>> it, or who is interested to do it within IDL?

>

>> Usually this sort of thing is done in the driver but there is no
>> reason you can't do it in IDL. I did this a while back with my camera
>> class, a modified serial port dlm, and a hacked pair of LCD shutter
>> glasses. You don't mention shutter glasses, and if you don't need to
>> sync to an external device such as these it is even easier. All you
>> really need to do is construct a left and right eye view and either
>> alternate between them or display each to the appropriate "3d display
>> device".

>> glyph

>> google should point you to a few websites that work thru the theory.

>> I'll see if I can dig up that old code...

>

>> -Rick

>

- > Thanks Mike and Rick.
- > What I am interested in is to use Shutter glasses instead of anaglyph.
- > I have got the left and right view, but I do not know how to use IDL
- > (or IDL widget_draw) to display it on the 3D display device. So Mike
- > if you have this experience, can you give me some information. Or If
- > we like to contract this to you, how long and how much it will take?

What 3d display device are you working with? You mention shutter glasses so you must have one CRT display and a pair of glasses that plug into it or your PC. Is there an API for the glasses? If you have the left/right views, you're almost all the way there. All you need to do is figure out how to operate the glasses. You "open" one eye on the glasses, draw that view, then close it and open the other, draw it, and repeat.

Like I said, often this is handled in the display driver, even the shifting of the view, so you don't explicitly need to do this. Are you sure this option isn't available? When you say "3d display device" it sounds like you spent money on an actual system and that you don't have to do it the hard way.

-r
