
Subject: IDL and GPU

Posted by [lecacheux.alain](#) on Fri, 11 Dec 2015 14:08:08 GMT

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

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

Subject: Re: IDL and GPU

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

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

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

--

Michael Galloy

www.michaelgalloy.com

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

Subject: Re: IDL and GPU

Posted by [lecacheux.alain](#) on Fri, 11 Dec 2015 18:19:07 GMT

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

Le vendredi 11 décembre 2015 18:55:03 UTC+1, Mike Galloy a écrit :

> 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

> --

> Michael Galloy

> www.michaelgalloy.com

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

Thanks for your answer. I know GPULib. But I would like to know how one can select, from legacy IDL, such a device (which can be a NVIDIA GPU device, but without any video capability)?
akx.
