
Subject: system requirements for 3D object graphics
Posted by [Brad Gom](#) on Thu, 20 Aug 1998 07:00:00 GMT
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I beginning to venture into the mystical land of IDL object graphics,
and I'm wondering what the system requirements are for using 3d graphics
objects. I can write working routines on my P333 desktop with 3d card,
but nothing seems to work on my P133 laptop without a 3d card.
Everything else with IDL works fine on the laptop.

Am I missing something obvious?

Brad Gom
