
Subject: Re: stereo display with IDL
Posted by [bowman](#) on Tue, 22 Jun 1999 07:00:00 GMT
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In article <376FCF8F.E5ADD062@cam.nist.gov>, Barbara am Ende
<baamende@cam.nist.gov> wrote:

- > Does anyone know whether IDL does (or will) have the ability to display
- > graphics in stereo? I could find nothing about this in the manual. It
- > appears one can write a vrml file and display that in stereo with
- > CosmoWorlds. Is there anyway that one can go straight into a stereo
- > display with IDL? If not now, are they working on it?

I requested double-buffering and stereo features some months ago. I would hope that IDL would support some of the commercially available 3D hardware.

The more people who request it, the sooner RSI is likely to do it. (You can submit a feature request from their home page.) After all, what use is object graphics without stereo? :-)

Ken Bowman

Subject: Re: stereo display with IDL
Posted by [davidf](#) on Tue, 22 Jun 1999 07:00:00 GMT
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Barbara am Ende (baamende@cam.nist.gov) writes:

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- > graphics in stereo? I could find nothing about this in the manual. It
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- > display with IDL? If not now, are they working on it?

Dan Carr, at RSI, has done a lot of this stereo graphics stuff in IDL. But, unfortunately, I can't recall exactly how it is done now. Rotate one of the viewing images slightly before adding them back together, I think. Perhaps Dan would be kind enough to supply a short example. :-)

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting

Subject: Re: stereo display with IDL
Posted by [Barbara am Ende](#) on Wed, 23 Jun 1999 07:00:00 GMT
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Thanks for the two messages in response to my query about stereo graphics. I went ahead and sent a message requesting them add stereo to RSI via their website, though it was just from their "contact us" page.

I got the impression that David Fanning's message was a good natured jab to get Dan Carr to respond to the newsgroup. Or should I send a message to dcarr@rsic.com?

<P>Actually, I am not in desperate need to use stereo graphics, but we now have the capability. I've viewed (with CosmoWorlds) some old vrml files I generated with IDL and they're way cool in stereo. And as Ken Bowman so poetically put it: After all, what use is object graphics without stereo?

<P>Barbara

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