



November 20, 2000

Dear Valued Customer,

Welcome to OpenGL Performer™ 2.4!

OpenGL Performer is a powerful and comprehensive programming interface for developers creating real-time visual simulation and other professional performance-oriented 3D graphics applications. This toolkit greatly simplifies development of complex applications used for visual simulation, simulation-based design, virtual reality, interactive entertainment, broadcast video, architectural walkthrough, and computer-aided design.

OpenGL Performer 2.4 is built on top of the industry-standard OpenGL® graphics library, includes both ANSI C and C++ bindings, and is available for both the IRIX® operating system and GNU/Linux. OpenGL Performer is the foundation of a powerful suite of tools and features for creating real-time visual simulation applications on IRIX and Linux® systems.

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OpenGL Performer 2.4 introduces many new features. Here are some highlights:

- pfShader for sophisticated, programmable model shading
- pfVolFog to support the rendering of layered and patchy fog
- Support for multiprocess operation in Linux
- Support for frame-accurate timing control in Linux
- pfRotorWash to create the visual effect of down-wash in helicopter simulation
- Double-precision matrix support for rendering extremely large databases where objects are far from the origin
- CPU priority specification to allow multiple run-time processes to run on the same processor
- Anisotropic filtering in Linux to improve the visual quality of texturing
- Support of multitexture in Linux for the application of multiple textures upon an object
- Improved pfLOD behavior to allow custom evaluation functions
- Speed and functionality enhancements for pfFlux, pfClipTexture, and pfLightPoint
- pfHyperpipe support for the DPLEX hardware option
- The new "EventView" performance-tuning tool for instrumenting and tuning your OpenGL Performer application

And as always, more tricks for peak performance rendering!

OpenGL Performer 2.4 supports all SGI™ systems running IRIX 6.2 or later, as well as IA32-based systems with Linux. Our trained technical support staff are proud to offer support for our IRIX and SGI Linux system customers; however, at this time, we have no plans to support OpenGL Performer on non-SGI Linux systems.

OpenGL Performer 2.4 includes substantial documentation on the features and API, including the following:

- The manual *OpenGL Performer Getting Started Guide*
- The manual *OpenGL Performer Programmer's Guide*
- OpenGL Performer 2.4 C API man pages
- OpenGL Performer 2.4 C++ API man pages
- The document *OpenGL Performer 2.4 Release Notes*

The OpenGL Performer for IRIX package includes two CDs:

- OpenGL Performer 2.4 for IRIX 6.5 and later
- OpenGL Performer 2.4 "Friends of Performer"

The OpenGL Performer for Linux package includes two CDs:

- OpenGL Performer 2.4 for Linux
- OpenGL Performer 2.4 "Friends of Performer"

The Linux product makes use of a run-time license key to enable certain features and allow for a free evaluation period. Please contact your SGI representative to obtain a permanent, full-functionality license.

The "Friends of Performer" CD is a compilation of samples, demos, databases, tools, and utilities contributed by OpenGL Performer developers. This data is viewable directly off the CD.

The OpenGL Performer release notes on the product CD describe more details about OpenGL Performer 2.4, software installation, new features, and differences between OpenGL Performer 2.4 and previous versions. The release notes are viewable directly off the CDs.

You can meet us and learn a lot from other OpenGL Performer users on the info-performer mailing list. To join, send mail to [info-performer-request@sgi.com](mailto:info-performer-request@sgi.com). Also, please visit our Web page at <http://www.sgi.com/software/performer>.

Sincerely,

The OpenGL Performer 2.4 Team

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