

Entry NewRenderPath

Syntax

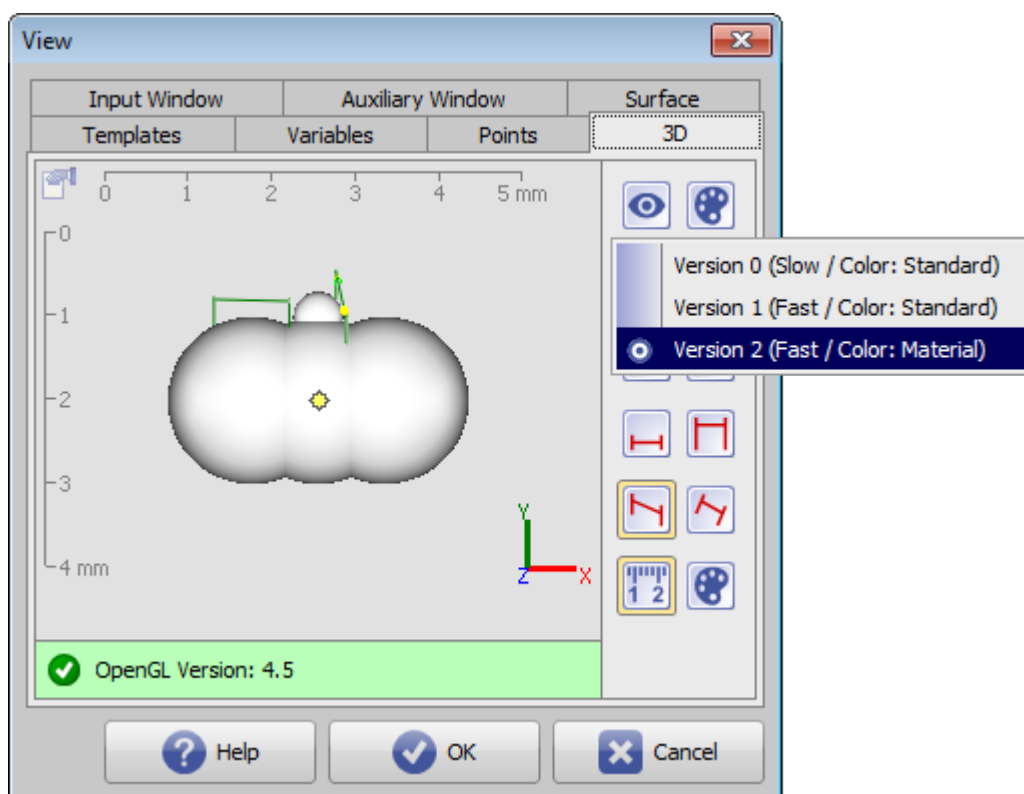
```
[Application]  
NewRenderPath=N | N = 0,1,2, ...
```

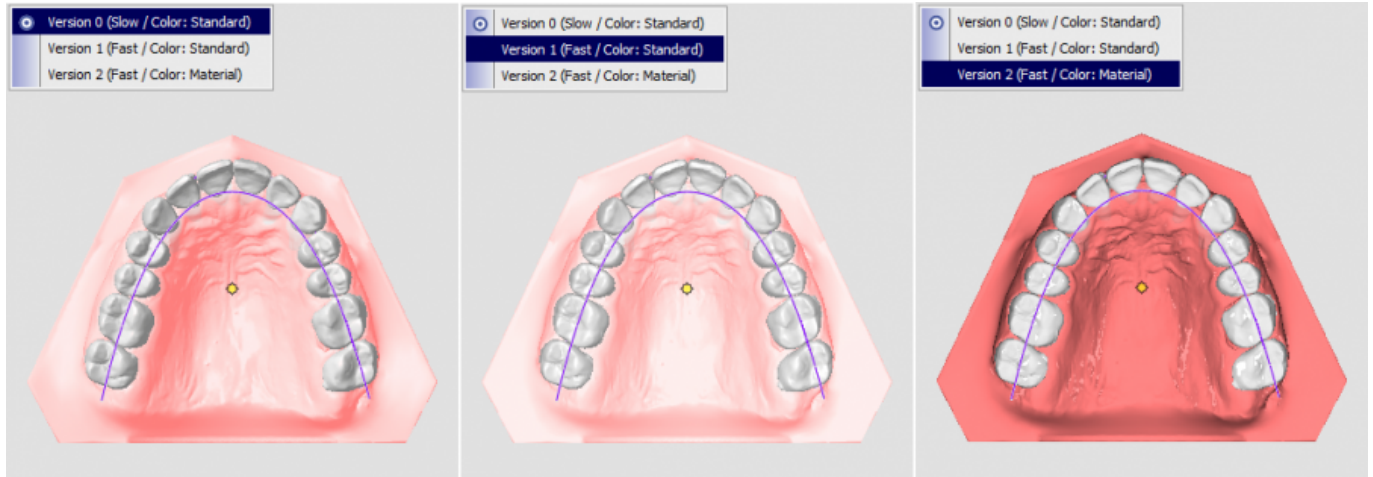
Description

N specifies the level of OpenGL functionality which is used for rendering 3D objects and which can be increased to improve the standard visualization provided by the Visit components of Version 3. Two such improvements are available over the default rendering (which is selected with N=0).

While N=1 improves speed and stability of the visualization, N=2 additionally switches the lighting computation to a more physically based function. The N=2 version can represent different surface roughnesses (and hence also reflections) for diffuse and specular components using microfacet models. This allows a more flexible and realistic look than the other settings.

Apart from changing this entry manually in the INI section, it can be switched in the tab |3D| in the window [View options](#):



**Note**

For the upgraded rendering, it is strongly recommended to [update any old graphics card drivers](#)

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