

**Product overview** 

## **OpenText Exceed 3D**

Connect to the latest OpenGL 3D applications and desktops



**Provides OpenGL** rendering support for OpenText Exceed



**Uses graphics** card power to display complicated 3D drawings over a remote connection

OpenText<sup>™</sup> Exceed<sup>™</sup> 3D, an add-on to OpenText<sup>™</sup> Exceed<sup>™</sup>, enables users to access complex 3D applications running on UNIX<sup>®</sup>, Linux<sup>®</sup> or other X11 desktops from a Microsoft<sup>®</sup> Windows<sup>®</sup> PC. It provides support for the OpenGL API—the industry standard, three-dimensional visual interface-to ensure that complex applications are rendered and displayed with the best possible accuracy and performance.

Exceed 3D enables Windows PCs to run high-end engineering. Finite analysis applications based on OpenGL. CAD/CAM/CAE, medical, seismic and other applications can take advantage of the OpenGL API support that Exceed 3D provides to display complicated threedimensional drawings running on a remote application server to a local Windows desktop.

Leveraging the accelerated capabilities of modern graphics cards, Exceed 3D also reduces total cost of ownership by replacing expensive UNIX workstations with cost-effective Windows PCs. It is optimized to reduce CPU usage for GLX applications, leading to performance improvements in situations where the CPU is the limiting factor.

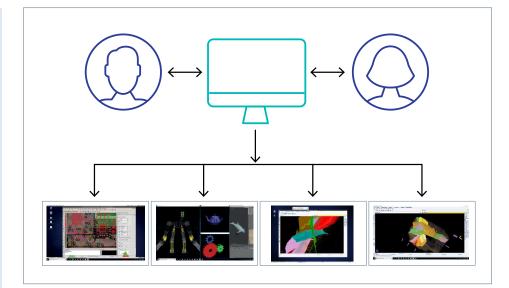
## **OpenText Exceed**

Exceed 3D is an add-on product to Exceed. Exceed is a secure, high-performance X Window server designed for environments where users need to securely and reliably access X Window applications from Windows and Citrix® virtual desktops over the LAN.

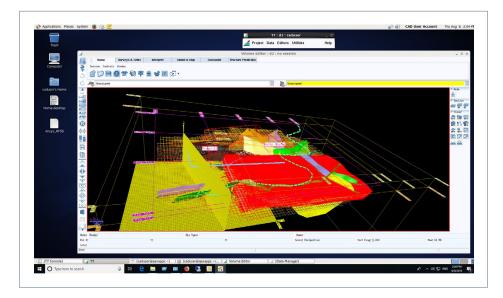
## **opentext**<sup>™</sup>

## The benefits of Exceed 3D include:

- Support for the OpenGL API—the industry standard, three-dimensional programming interface.
- The ability to display complicated, three-dimensional drawings over a remote connection.
- Compatibility with Windows 7, 8 and 10, 32-bit and 64-bit.
- Support for OpenGL 1.4 (via the latest GLX 1.4 specification).
- Support for OpenGL 1.4 extensions in device drivers
- 3D Overlay support
- Direct Rendering support
- Support for X11R7.7
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Exceed 3D displays X applications designed with OpenGL API



X application using OpenGL API