

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[™] Exceed[™] 3D, an add-on to OpenText[™] Exceed[™], enables users to access complex 3D applications running on UNIX[®], Linux[®] or other X11 desktops from a Microsoft[®] Windows[®] 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.

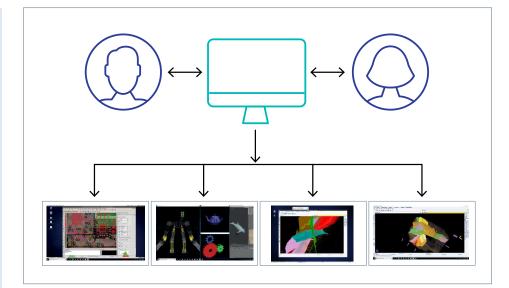
OpenText Exceed

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.

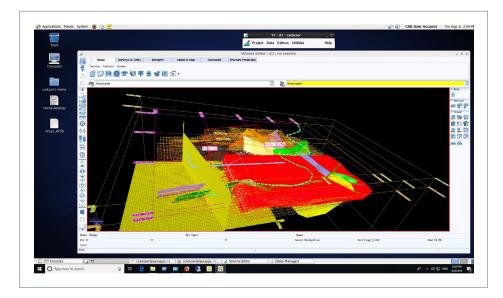
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The benefits of Exceed 3D include:

- 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