
Subject: Re: IDL and OpenGL

Posted by [ushomirs](#) on Wed, 29 Sep 1999 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

> So are you saying when I am doing things like oWindow->Draw, oView and
the
> scene is full of 3D objects, Light objects, texture mapped images
etc. IDL
> should perform pretty well because this mostly happens in hardware via
> OpenGL lib calls (this is what I am hoping ? Upgraded graphics
hardware
> should meet our needs then - things like geometry and rasterization
accel in
> hardware chipsets etc.) But when it comes to pure number crunching
in the
> app, it may run a bit slower ?

yes, i think that's a fair way to paraphrase it.

Sent via Deja.com <http://www.deja.com/>
Before you buy.
