Richard Tyc wrote:
> Our group was having a meeting with some SGI folks yesterday and some
> interesting points were brought up which I hope some IDL experts could shed
> some light on. We were discussing the performance of IDL vs. OpenGL source
> based app.. Their point was that IDL is an interpreted language and as such
> is not optimized (or tuned as they put it) for OpenGL and thus runs
> significantly slower than a custom C app using OpenGL.

IDL does indeed run in an interpreting mode (at the command line), where
each statement is interpreted and executed separately. However once you
'compile' an IDL procedure, it is no longer 'interpreted' each time it
is called.

Perhaps someone in the know could give us a brief description of how IDL
procedures are transformed from source code to CPU instructions.

Cheers,
Liam.

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