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Subject: Re: idl obj gaphics and opengl - how similar?  
Posted by [Pavel A. Romashkin](#) on Fri, 15 Nov 2002 18:11:33 GMT  
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Now, this is no gentle humor anymore. This is plane sarcasm! :-)  
BTW, if you look at a few posts by Karl, you will find some pointers at  
how is OGL used in IDL OG. And I would not say I have a clue other than  
"I don't want to know".

Cheers,  
Pavel

"R.G. Stockwell" wrote:

>

> Hey, when that IDL to C++ translator is finished (from  
> another poster), that would be a great way to  
> generate C++ OpenGL code. ;)

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