
Subject: Re: idl obj gaphics and opengl - how similar?
Posted by [R.G. Stockwell](#) on Fri, 15 Nov 2002 16:41:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

David Fanning wrote:

> R.G. Stockwell (sorry@noemail.now) writes:
>
>
>> I was just wondering...
>> how similar are the IDL object graphics functions,
>> and the OpenGL library?
>>
>> i.e. if one knows how to do objects gaphics in IDL,
>> will they be (reasonably easily) be able to do similar
>> things in c and opengl?
>
>
> I don't really know the answer to this, because
> I've never tried to write an OpenGL-type of
> program. But I do spend quite a bit of time with
> my nose in an OpenGL-oriented graphics book trying
> to figure out what the heck is going on in object
> graphics.
>
> My impression is that as low-level as IDL's object
> graphics API is, it is still at a higher level than
> OpenGL. At least I'm always thinking to myself, "Oh,
> I see how IDL does that!", and I'm always glad I don't
> have to do it myself.
>
> Cheers,
>
> David
>

Ah, OpenGL sounds deep and tedious. Perfect!
Your description is much as I expected, in that IDL
is similar, but higher level.

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

Thanks,
bob stockwell
