
Subject: Re: idl obj gaphics and opengl - how similar?
Posted by [James Kuyper](#) on Fri, 15 Nov 2002 15:48:22 GMT
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"R.G. Stockwell" wrote:

>
> Hi All,
> 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?

C itself doesn't have any graphics capabilities. There are several different graphics systems that have C interfaces, (and OpenGL is one of them), but you need to specify the library, not the C language, as the point of reference.

That said, I bow out: I know very little about using those libraries. I can say that IDL typically operates at a higher level than those libraries, with the typical ease-of-use vs. performance trade-offs that apply when you change levels that way.
