Subject: Re: idl obj gaphics and opengl - how similar?
Posted by David Fanning on Thu, 14 Nov 2002 23:32:59 GMT

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

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