Subject: idl obj gaphics and opengl - how similar?

Posted by R.G. Stockwell on Thu, 14 Nov 2002 23:17:42 GMT

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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?

Cheers,
bob stockwell