
Subject: Re: IDL vs Direct3D, OpenGL

Posted by [David Fanning](#) on Wed, 14 Jan 2004 23:35:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

David Yip writes:

- > I'll have to disagree with this. It takes me far longer, far longer,
- > to develop an application in IDL than it would in straight C++ and
- > OpenGL. A good C++ compiler catches a lot of errors that IDL's
- > "compiler" doesn't. Many of these errors, such as undefined
- > variables, only show up at runtime.

Undefined variables. In software code!? Oh, dear. :-(
I would think a typing course might help more than
a better compiler. :-)

- > In a complex application it takes
- > forever to validate the code again after a fairly minor change.

Say what!?

- > If performance is a concern at all. Don't use IDL. It's not exactly
- > speedy.

Oh, come on.

- > Also, IDLDE's constant crashing doesn't help the development process.

My goodness. Has your warranty run out? I really think you
should take this back. Whatever you got was NOT the IDL
I work with.

- > I would buy the best video adapter you can that will run with
- > IDL. I have one of the best adapters available, it's an nVidia by the
- > way, and the driver crashes under IDL. Just with IDL, it doesn't seem
- > to crash with any of the the other apps I've tried. I'm forced to run
- > in software mode now. Make sure you can exchange the graphics card if
- > it's not compatible with IDL.

I have to say, my nVidia GForce 4 graphics card has been terrific.
I don't think I have ever crashed the IDLDE for **any** reason, at
least not in memory.

Cheers,

David

--

David W. Fanning, Ph.D.
Fanning Software Consulting, Inc.
Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155
