
Subject: Re: IDL vs Direct3D, OpenGL
Posted by [dcw_yip](#) on Wed, 14 Jan 2004 22:49:18 GMT
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"Rick Towler" <rtowler@u.washington.edu> wrote in message
news:<[bu42jc\\$bm4\\$1@nntp6.u.washington.edu](mailto:bu42jc$bm4$1@nntp6.u.washington.edu)>...
> Further, consider the time you can justify investing in your viz
> application. IDL allows you to rapidly build applications by handling the
>

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. In a complex application it takes
forever to validate the code again after a fairly minor change. If
performance is a concern at all. Don't use IDL. It's not exactly
speedy.

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

> Buy the best "consumer grade" video adapter you can afford. nVidia
> historically has had the best openGL drivers. ATI is working hard to change
> this but I can't tell you how far they have come.
>

Ahh.. 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.