
Subject: Re: IDL vs Direct3D, OpenGL

Posted by [Matt Feinstein](#) on Wed, 14 Jan 2004 19:32:46 GMT

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On 13 Jan 2004 10:44:51 -0800, bbhyun2001@yahoo.com (IDLUser) wrote:

> Hello,
> I am just learning IDL and I am considering to write 3D visualization
> code with IDL. Before I start to do that, I want to know how IDL is
> good for my purpose. Does IDL have enough functionality as Direct3D or
> OpenGL has? What is the bottom line of IDL for object graphics? If it
> does, what is the good way to learn about object graphics in IDL?
> Thanks.

It depends on what you mean by 'visualization code'. If visualization code means comparing and combining visualization of different kinds of image, mapping, and 3D data with a not-too-complicated GUI, then IDL is an excellent tool.

On the other hand, if the visualization code just takes in a specific kind of 3D 'world coordinate' data and renders it at a high frame rate, you would be better off working directly with a lower level API such as OpenGL or Direct3D.

Matt Feinstein

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There is no virtue in believing something that can be proved to be true.
