Subject: Re: IDL vs Direct3D, OpenGL
Posted by Michael Wallace on Tue, 13 Jan 2004 20:41:27 GMT
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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're trying to accomplish. OpenGL and IDL are
completely different programs. IDL is built around display and analysis
of data, while OpenGL is an API for creating 2D and 3D graphics. If I
were going to create a flight simulator program, I'd use OpenGL. But if
I was going to do analysis of stress on an airplane wing, I'd use IDL.
OpenGL doesn't have the scientific analysis capabilities of IDL and IDL
doesn't have the graphics constructs of OpenGL. So, it could be one or
the other or both depending on what your visualization is.

Mike