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Subject: IDL vs Direct3D, OpenGL

Posted by [bbhyun2001](#) on Tue, 13 Jan 2004 18:44:51 GMT

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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.

BB

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