
Subject: Re: IDL vs Direct3D, OpenGL
Posted by [David Fanning](#) on Fri, 16 Jan 2004 04:12:55 GMT
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David Yip writes:

> IDL may be better for non programmers but if you are a programmer,
> it's your worse nightmare.

Oh, now hold a second there. Them's fightin words!

Cheers,

David

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