
Subject: Re: IDL vs Direct3D, OpenGL
Posted by [dcw_yip](#) on Fri, 16 Jan 2004 02:07:50 GMT
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David Fanning <david@dfanning.com> wrote in message
news:<MPG.1a6f8044e81d72cc9897a1@news.frii.com>...

> David Yip writes:

>

>> 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.

>

> I have to say, my nVidia GForce 4 graphics card has been terrific.

> I don't think I have ever crashed the IDLDE for **any** reason, at

> least not in memory.

>

As I was saying. Get the best video adapter you can that will run
with IDL. A Geforce 4 is hardly high end. It's old enough that IDL
must have caught up with it. Try using Quadro FX boards and tell me
about IDL's stability.

IDL may be better for non programmers but if you are a programmer,
it's your worse nightmare. In many ways, it's the incarnation of all
the things you shouldn't do in a good programming language.
