
Subject: Re: Object Graphics

Posted by [Rick Towler](#) on Wed, 12 May 2004 20:15:38 GMT

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"Michael Wallace" wrote ...

>>> Secondly, is there something, anything out there which actually explains
>>> what's going on inside the object graphics system? Or at least does
>>> better than RSI's documentation? I've worked with graphics systems
>>> before, but never with something quite like this. It took a good 30
>>> minutes to figure out how to draw a single diagonal line. Oh, well.

>>

>> Object graphics is built on the OpenGL API. If you **really** want to
know

>> what's going on inside you can read up on OpenGL. The "Red Book" is the
>> place to start. An older version, perfectly adequate for these
purposes, is

>> available online:

>

> I've done limited work with OpenGL and some with Java3D (which is Java
> wrappers above OpenGL), so I'm familiar with the concepts used in the
> graphics. My problem is that I'm having quite a time trying to figure
> out how IDL has "wrapped" the OpenGL underneath. The IDL -> OpenGL
> mapping is what I meant by wanting to understand "what's going on inside
> the object graphics system."

I'm not sure I see the value in understanding the IDL -> OpenGL mapping in a
general sense. If you have an understanding of OpenGL you can usually make
the connections back to IDL fairly easily. If you don't have the experience
with OpenGL then why bother making the connections? I'm certainly not
saying it's worthless to do so, I just don't see the value.

RSI intentionally blurs this relationship as they don't want to associate
object graphics with a single graphics API. Ronn's book doesn't spend any
time on this either. I think that if you want to know, you'll have to go
from the OpenGL side back to IDL.

-Rick
