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Subject: Re: VTK + IDL

Posted by [Michael Wallace](#) on Wed, 25 Aug 2004 03:24:21 GMT

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It sounds from your description that you should just be able to use IDL and not have to worry about OpenGL at all. When I said "IDL doesn't have all of the graphics constructs" what I meant to say was doesn't allow you direct access into the OpenGL API. However, IDL does have a lot of graphics for analysis work. I don't know what VTK is, but medical images were one of the main things that IDL was developed for. If all you're doing is graphics display of medical data sets, IDL should more than cover you.

The way I think of IDL vs. OpenGL is like this: IDL = analysis/visualization; OpenGL = video games/very complex visualization.

-Mike

Hee Chun wrote:

- > Hello,
- > I learned from the previous post(from Mike) that:
- > 'OpenGL doesn't have the scientific analysis capabilities of IDL and
- > IDL
- > doesn't have the graphics constructs of OpenGL'.
- > But I need both analysis capabilities and graphics display for the
- > medical image data sets.
- > Is there any way to interface between VTK and IDL using DLM? If there
- > is, Is it very hard to implement it? What kinds of problems do I need
- > to consider? Where is the good starting point at least to open the 3d
- > object rendered by VTK on the draw window of IDL?
- >
- > Any tips/suggestions/advices will be greatly appreciated.
- >
- > Thanks.
- >
- > HC