
Subject: Re: C++ in IDL

Posted by [David Fanning](#) on Wed, 01 Jun 2005 16:10:34 GMT

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Michael Wallace writes:

> There's that much of a difference? I thought sure that IDL would have
> been designed for number crunching considering the market they are
> trying to serve. Of course, if the IDL code wasn't optimized...

I've seen this kind of comparison many times. On further investigation the IDL code is usually, uh, not well written. :-)
I would take any comparisons not performed by J.D. with a grain of salt. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
