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Subject: Re: IDL and OpenGL

Posted by [David Fanning](#) on Wed, 31 Oct 2007 12:31:41 GMT

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Gaurav writes:

> Thanks for the constant attention you bestow upon us paltry  
> developers. But I did not quite get whatever it was you were trying to  
> convey when you said:  
>  
> "Well, I would scratch "Get one of those shiny new Macs"  
> off the list, at least for now. :-( "  
>  
> Would you please be a little elaborate because I am really stuck on  
> this one and any good that might come out of this disussion will be  
> for the greater good as far as I believe.

I don't have anything to add to this discussion. (I pretty much think what you want to do is hopeless in IDL.) My only point is that when I think of making something faster in IDL my list starts with a shiny new Mac. Recent discussion suggests that IDL graphics and Leopard may be incompatible, at least for now, so...

Cheers,

David

P.S. Hope you didn't think I was holding out on you, or something. If I have something useful to say on a topic I'm normally not shy about sharing it. :-)

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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