Subject: Re: IDL and OpenGL
Posted by Gaurav on Wed, 31 Oct 2007 05:38:47 GMT

That is exactly what I am afraid of doing right now. IDL takes care of
other innuendo like event handling, mouse and keybord handling etc.
with such ease that even to think of going to C or C++ to access the
OpenGL libraries sends shudders down my spine.

But your suggestion about creating ActiveX component or creating DLM
interests me quite a bit. I believe this will be the most simple way
out. Could you be kind enough in pointing me towards some article that
discusses such a concept in depth or a sample code that makes use of
such a thing. I shall really appreciate the effort. And can I not
create the ActiveX component using say VB (cuz that is what I find
easier).

Cheers!
Gaurav