> exactly what tasks it does using OpenGL is not transparent
I've also had some difficulties optimising IDL's image tiling. I
wanted to place tiles off-screen so that they don't need to be fully
redrawn when they become visible. I kept finding that the off-screen
tiles were not being stored in the GPU and I had to re-render them on
demand.

I think that these kind of tricks are really beyond IDL at the moment.
IDL provides a level of abstraction that is easy to program but
difficult to optimise. If I wanted to render using openGL then I would
write a C++ application using Coin3D. I would probably call that
application as a DLM from IDL or insert it as an ActiveX component.

Robbie