Subject: Re: IDL and OpenGL
Posted by David Fanning on Tue, 30 Oct 2007 12:50:22 GMT

Gaurav writes:

> I would like to keep my discussion open ended and would welcome any
> advice related to the matter-be it OpenGL+IDL or makeing my program
> faster otherwise.

Well, I would scratch "Get one of those shiny new Macs"
off the list, at least for now. :-(

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")