Hi all,
I have been using IDL to develop a Google Earth type application for
the past one year and have been pretty successful in doing so. But the
application is not as fast as I would like it to be. I believe I have
removed all the programming bottlenecks that might slow my program
down(Avoiding loops, using small tiles of images etc..ad infinitum). I
was wondering if leaning more on OpenGL might be of some help.

Now, I am aware that IDL already uses OpenGL for many of its tasks-but
exactly what tasks it does using OpenGL is not transparent (at least
to me). Can anyone suggest me ways to get on if I want to acess the
OpenGL library of functions using IDL-the way they do it using C, C++,
VB or VB.NET.

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.

Cheers!
Gaurav