Our group was having a meeting with some SGI folks yesterday and some
interesting points were brought up which I hope some IDL experts could shed
some light on. We were discussing the performance of IDL vs. OpenGL source
based app.. Their point was that IDL is an interpreted language and as such
is not optimized (or tuned as they put it) for OpenGL and thus runs
significantly slower than a custom C app using OpenGL. My understanding is
that IDL is linked with the OpenGL libraries and makes full use of all
OpenGL extensions.
What kind of a performance hit do you take with IDL as compared to a custom
Motif application using OpenGL directly ? Could anybody shed some light on
"tuning " the graphics performance realtive to OpenGL ?

Does IDL make full use of any performance advantage of the graphics hardware
? ie. we are considering upgrading our graphics hardware to bring OpenGL 1.1
geometry and rasterization into silicon.

What are some drawbacks in perfromance when using IDL ?

Thanks for your thoughts

Rich