Subject: Re: retain and graphics_level=2
Posted by Stein Vidar Hagfors H on Wed, 29 Oct 1997 08:00:00 GMT
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David Fanning wrote:

[on calling the Draw method for an object graphics
window in response to expose events]

> Like everything else, it depends. On my non-OpenGL-
> accelerated machines I find it noticeably slower, but
> not unbearably slow for most object graphics programs.
> It obviously depends on how complicated the graphics
> scene is to render.

This is where I don't follow - if the graphics object is
not changed it shouldn't have to be rendered over again.

Another issue is that some programs may decide to render
the graphics scene, then do changes to the graphics object
as the result of a *series* of events, waiting for a
push on a "Render" button to show the effects. If the
window is hidden/exposed in the intermediate state, then
the automatic call to the Draw method would erroneously
display the changes straight away.... Ok, I agree the
example is somewhat far-fetched, but still.

> I have learned, by the way, that speeding up object
> graphics is a high priority for the folks at RSI in
> their next release of IDL.

I would much rather that they (first, at least) focus on making
sure that widgets that worked under 4.0.1 will work under 5.X
(e.g., the "multiple UPDATE on/off" problem that masks out
the contents of scrollable sub-bases). (Oh, well, I'm just
having a bad day... :-)

Stein Vidar