Subject: Re: text objects slow! (how to speed up?)
Posted by davidf on Tue, 03 Aug 1999 07:00:00 GMT
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Bob Stockwell (dejastockwell@my-deja.com) writes:

> The command:
> IDL> outwindow->Draw, outview
> takes 3.7 seconds on my comp (winNT 400 mhz pc).
> This is way too slow. Why does it take so long to
> draw a screen of text??

Well, I'm going to guess because you are using
True-Type fonts, which are the default with the
object graphics system. With true type fonts, each
character is a formed from multiple (sometimes *many*)
polygons. Each of those polygons has to be individually
rendered and filled by the graphics system. It just
does take a LOT of time to do that. You might try
switching to vector (Hershey) fonts, although I don't
know if you will then lose the ability to color the
text. (Sorry, it's late and I've been programming all
day. I really don't feel like checking.)

BTW, you also will want to turn off recomputing of
the character dimensions with each draw (see the
RECOMPUTE_DIMENSIONS keyword). This will *also* take
a lot of time with the text objects you have.

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155