
Subject: text objects slow! (how to speed up?)

Posted by [R.G. Stockwell](#) on Tue, 03 Aug 1999 07:00:00 GMT

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Greetings,

I've been playing around with displaying text to a window using text objects.

The problem is that it is way too slow!!

(as an example)

I have a line of text that is made of 3 strings.

So I create a textobject, arranging the 3 strings horizontally.(using /onglass)

I have 28 "lines" of text, so I make 28 text objects.

Now I want to display the text to screen (outwindow).

So I call a method that loops through the text objects, and adds each object to a model.

(one model, with 28 text objects)

I then add the model to my view, and draw the view (outview).

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??

I am playing around with making one text object, made with a string array of 3 (columns) by 28 lines, but I want to change font and colour of the individual line based on user input.

How do you write textobjects quickly to the screen in IDL?

TIA

Cheers,
bob

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R.G. Stockwell

Colorado Research Associates
3380 Mitchell Lane
Boulder Colorado
(mysurname)(at)co-ra(dot)com
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