Subject: Re: optimization question: a faster way to PIXMAP?
Posted by Randall Frank on Fri, 14 Jul 2000 07:00:00 GMT
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A suggestion: don't use graphics functions. You could use
POLYFILLV (see the example code in the online help) or the
IDLanROI::ComputeMask() function (IDL 5.3) to do this without
using graphics at all (note: I have not actually timed these
alternatives, so your milage may vary).

FWIW.

"Dennis J. Boccippio" wrote:
>
> A question for the IDL gurus:
>
> - I have data in the form of irregular polygons, each polygon has
>   an associated value (let's call it an amplitude). I want a
>   composite image of the sum of all these polygons' amplitudes.
>
> - My current approach is to :
>
>   (1) create a (large) WINDOW,../PIXMAP,
>   (2) render each polygon using POLYFILL
>   (3) TVRD() the pixmap window
>   (4) add this to an accumulation array
>
>   ... iterate (1)-(4) until all polygons have been rendered
>
> This works, but is painfully slow. Profiling the code shows that
>   by far the most significant logjam is the TVRD() of the pixmap.
>
> So: does anyone know of more efficient ways to do this? Is the Z
>   device an option - it seems like it can be used for internal frame
>   storage, but would still have to be probed by TVRD()...?
>
> Thanks,
>
> Dennis
>
> --
>   _/ _/_/
>   _/ Dennis J. Boccippio   _/
>   _/ http://fly.hiwaay.net/~djboccip/Dennis.html   _/
>   _/ _/_/

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rjf.

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