Subject: Re: optimization question: a faster way to PIXMAP?
Posted by Dennis Boccippio on Mon, 17 Jul 2000 07:00:00 GMT
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In my actual (polygon-based) application, using the Z-buffer improved significantly over the pixmap. Now that I've got a reasonably-working algorithm, I'll experiment with POLYFILLV and post the results...

FWIW, I also found that using iterative calls to PLOT,/NODATA to set my PIXMAP or Z-buffer coordinate bounds used a LOT of overhead. Directly setting !P.S and !X.RANGE, !Y.RANGE turned out (not surprisingly) to be much more efficient...

Bless the 5.3 code profiler functionality!!! Between that and the project manager, it's almost like using CodeWarrior...

DJB

In article <8kv3kgnnu1@nnrp1.deja.com>, wrb1000@my-deja.com wrote:

> Dennis,
>
> Guessing - the pixmap function interacts with the video card.
> Utilizing the Z-buffer, the process is probably just a local memory
> allocation/deallocation exercise. Curious to learn the results of the
> POLYFILLV exercise.
>
> Bill B.
>
> --
> "They don't think it be like it is, but it do."
>
> Oscar Gamble, NY Yankees
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy