Subject: Re: Object Graphics slow??
Posted by Martin Schultz on Tue, 08 Aug 2000 07:00:00 GMT

David Fanning wrote:
>
> Mark Hadfield (m.hadfield@niwa.cri.nz) writes:
>
>> In recent discussion about object graphics vs direct graphics it has been
>> generally accepted that the object graphics system is slower. In an idle
>> moment (ha!) I was inspired to run a couple of quick tests to see just how
>> much slower. Here are the results:
>>
>> * Plot a line graph with 1000000 (that's 1 million) points:
>>
>> Object graphics (create and draw an IDLgrplot object): 1.45 s
>> Direct graphics (call 'plot'): 2.90 s
>>
>> * Draw 100 byte arrays, each , in succession as gray-scale images:
>>
>> Object graphics (create, draw and destroy 100 IDLgrImage objects): 2.9 s
>> Direct graphics (call 'tv' 100 times): 6.2 s
>>
>> These examples (and I accept that they're limited) don't bear out the
>> general opinion.
>>
>> Tests done on Windows NT, IDL 5.3, Compaq machine with Pentium II 400 MHz
>> CPU, 256 MB RAM.
>
> I've been coming to this conclusion over time, too.
> In fact, I'm beginning to think slow object graphics
> programs, like slow IDL programs in general, are due
> more to lousy programming than to lousy tools. :-)
>
> Cheers,
>
> David

... all the more important that RSI provides more high-level object
graphics routines (including contours and maps) !!!!

Martin

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 [[[[[[[[[
[[Dr. Martin Schultz   Max-Planck-Institut fuer Meteorologie   [[
[[Bundesstr. 55, 20146 Hamburg   [[

[[phone: +49 40 41173-308   [[
[[fax: +49 40 41173-298   [[
[[martin.schultz@dkrz.de   [[
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