
Subject: Object Graphics slow??

Posted by [Mark Hadfield](#) on Tue, 08 Aug 2000 07:00:00 GMT

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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 [256, 256], 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.

Mark Hadfield

m.hadfield@niwa.cri.nz <http://katipo.niwa.cri.nz/~hadfield/>

National Institute for Water and Atmospheric Research

PO Box 14-901, Wellington, New Zealand
