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Subject: Re: Delayed plotting in object graphics  
Posted by [Mark Hadfield](#) on Thu, 14 Dec 2000 22:18:44 GMT  
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"Mark Hadfield" <m.hadfield@niwa.cri.nz> wrote in message  
news:976672336.180471@clam-ext...  
> "Ben Tupper" <pemaquidriver@tidewater.net> wrote in message  
> news:3A36BBD9.1A4F589C@tidewater.net...  
>> Hello,  
>>  
>> I am converting some 2d direct graphics to object graphics.  
>> Past users of the program producing the graphics have wanted  
>> to plot the points in 'slow motion'. That was easy to brute  
>> force a lag using PLOTS and WAIT in a loop. Is there a way  
>> of doing this with object graphics?  
>  
> Hmmm. Interesting. Some ideas:

One more idea: I have added a CUMULATIVE property to my MGHgrAnimator class.  
Setting this property to an integer n greater than 1 causes n-1 frames to be  
displayed in addition to the current one. Setting it to a negative value  
causes \*all\* frames up to the current one to be displayed. Thus this allows  
interactively controlled, progressive display of a cloud of points. The  
value of the CUMULATIVE property can be changed at any time.

See <http://katipo.niwa.cri.nz/~hadfield/gust/software/idl/>

Performance is limited by the speed with which the scene can be drawn. With  
each data point in a separate atom like this, drawing speed becomes very  
slow when the number of points displayed at each time exceeds a few hundred.

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