Subject: Re: why is using objects so much slower ?
Posted by Martin Schultz on Mon, 09 Apr 2001 08:11:54 GMT
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Henkie wrote:

>
> Hi,
>
> because I love object oriented programming, I decided to try the objects in
> IDL too. However, when using the objects to plot some of my stuff, it
> turned out to be soooooo sloooow. [...][/color]

Well, this is not the objects, but the rendering in the IDL object
graphics routines. At RSI they apparently have the idea that no later
than 2 years from now everyone will
sit in front of a machine with a sophisticated 3D rendering engine
(and that all the Linuxes will by then support 3D rendering natively
;-). May still be that direct graphics is a little faster for certain
applications. I'd dare to postulate the following theorem:
   the more you care about individual pixels or line fragments, the
directer your graphics should be.

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   [[
 [[[[[[[[[[