
Subject: Re: why is using objects so much slower ?

Posted by [Pavel A. Romashkin](#) on Fri, 06 Apr 2001 15:53:30 GMT

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I think the most important thing to remember is that Objects in IDL is not the same as Object graphics. I also can say that from the 3 platforms I routinely use IDL on, the HP9000 is the one I dislike the most. Object graphics are very slow on the terminals, because graphic accelerators are just not present, and the software rendering is slow. I did use OG for line plots for one simple reason: too lazy to write DG substitutes for the existing ROI and ogWindow Pickdata and Select methods. On a fast personal computer, OG is not much slower than DG.

Pavel

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 sloooooow. Really, I mean a factor of 10 or so, and
> I wasn't doing anything funky. Is this normal behaviour ? I'm actually
> quite disappointed about it that I can not use it this way. I must add that
> IDL on our HP9000 system isn't a speed champion (let alone the awfull
> pseudo-coloring : oops, my program ate all my colors), but at least it was
> useable.
>
> Greetz,
>
> Henk
