
Subject: object graphic / direct graphic

Posted by [R.Bauer](#) on Sun, 09 Sep 2001 18:06:15 GMT

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Hi,

At the moment I am most need fast batch jobs for graphics output.

I am interested in Object graphic for visualisation of 3d or 4d datasets.

Because I wish to use the mouse to control the views in case of rotation and may

be some cuttings and so on. But if I know which kind of view I prefer for the output then I believe a batch job should do the print outs or animation of several same organized data sets.

How much data could be handled quite good ?

Do you have some experience in problems which may occure?

I know the object model by idl but in the past it

frigthens me by the output sizes and the speed of a simple direct graphics plot

seen in object graphics. A simple colored XY plot of about 30KByte was about a few MegaBytes in Object Graphics.

How did this change the /vector Keyword?

Do you have some examples?

In the past there was direct graphics much faster than object graphics.

Is this changed?

I like to know how fast it is to plot

100, 1000, 10000 100000 or 1 million points with a dot or a line symbol by object graphics.

thanks for your help

regards

Reimar

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Reimar Bauer

Institut fuer Stratosphaerische Chemie (ICG-1)

Forschungszentrum Juelich

email: R.Bauer@fz-juelich.de

<http://www.fz-juelich.de/icg/icg1/>

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a IDL library at Forschungszentrum Juelich

http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.html

<http://www.fz-juelich.de/zb/text/publikation/juel3786.html>

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read something about linux / windows

<http://www.suse.de/de/news/hotnews/MS.html>