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 frightens 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		

Reimar Bauer

Institut fuer Stratosphaerische Chemie (ICG-1) Forschungszentrum Juelich email: R.Bauer@fz-juelich.de http://www.fz-juelich.de/icg/icg1/ _____ a IDL library at ForschungsZentrum Juelich http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.h tml http://www.fz-juelich.de/zb/text/publikation/juel3786.html read something about linux / windows

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