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Subject: Re: object graphic / direct graphic  
Posted by [Mark Hadfield](#) on Thu, 13 Sep 2001 05:42:51 GMT  
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From: "Mark Hadfield" <m.hadfield@niwa.cri.nz>  
> 1,000 points: 0.5 s  
> 2,500 points: 3 s  
> 5,000 points: 15 s  
>  
> So it looks like the time to write to vector files is quadratic or worse.

It has been pointed out to me that this is probably a consequence of trying to get Z overlap right. For bitmap output a Z buffer is used (which is fast) but for vector output the atoms are sorted before they are drawn (which is slow when there are a lot of them).

For many types of plots, Z overlap isn't crucial, so perhaps there could be an option to disable the sorting.

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Posted from clam.niwa.cri.nz [202.36.29.1]  
via Mailgate.ORG Server - <http://www.Mailgate.ORG>

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