
Subject: Re: Object graphics under Linux: are they supposed to be that slow?
Posted by [Mark Hadfield](#) on Fri, 01 Feb 2002 02:16:01 GMT
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In the posting that started this thread, I said that IDL was *much* slower (~ a factor of 10) in an object-graphics animation application under Linux than under Windows. The various benchmarks presented since then suggest that IDL for Linux *is* slower at object graphics on this machine, but not by a factor of 10. So the original result was a mystery.

Well I've solved it. It was caused by setting the window's RETAIN property to 2 (system provides backing store). Here are some numbers (where "-" means this property doesn't affect performance):

OS	RENDERER	RETAIN	Time per frame
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Windows	0	-	0.035 s
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Windows	1	-	0.043 s
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Linux	-	1	0.052 s
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Linux	-	2	0.330 s
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BTW the animation is part of my "Motley" library at

<http://katipo.niwa.cri.nz/~hadfield/gust/software/idl/>

The animation itself is in `mgh_example_animate.pro`, or you can get almost the same thing with the command

```
mgh_new, 'mgh_surface_movie', /EXAMPLE
```

Anyone wants to try it out is welcome. But I'd be the first to admit this library is a bit...shall we say...bloatish. (Though not as bad as Microsoft Office or KDE.) I'd certainly be interested in any bug reports.

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