Subject: Re: Object/Direct Graphics Question
Posted by Pavel A. Romashkin on Wed, 13 Feb 2002 17:13:13 GMT
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I am finding that it is often more convenient for me to use built in ROI
and zooming features of object graphics. Especially now that I base
virtually all of my 2D visualization needs on my Display routine, I find
it easy to add features I need to existing OG framework, and most of the
other needed features are in there already.
One thing that is an advantage to object driven (not necessarily OG
though) visualization is that visuals can be very easily saved and restored.
Same I am sure is true with David's MPI_PLOT, which is more of a GUI
driven program AFAIK, whilst Display is more of a command line-driven
replacement for PLOT.
As to what is better, DG or OG, I'd say try both and see what you like.
Ready to use OG 2D programs are available at
http://www.dfanning.com/documents/programs.html#MPI_PLOT
http://spot.colorado.edu/~romashki/idl/display.html
HTH,
Pavel

parrhasius wrote:
>
> I've gone back and read all the posts I could find on object graphics
> vs direct graphics and I still can't decide which one is better for
> what I'm trying to do. Does object graphics have any advantages at
> all for working in 2D? The general consensus, at least a year ago,
> seemed to be that it was best to use direct graphics for this kind of
> thing, but RSI's own XROI program is written using object graphics.
> Since it's a 2D drawing program, would it have been better/faster/more
> maintainable if it were written using direct graphics and object
> programming techniques, as David Fanning likes to suggest?
>
> The program I'm writing is not much more complex than XROI: I need to
> plot, manipulate and erase maybe 10 ~100-vertex polylines on top of
> ~640X400 images, but there is an order to the display of the
> polylines--some of them must always be drawn on top of others, etc,
> and when one is erased anything underneath it must be restored. So
> what's faster: a call to TV and then 10 100-vertex PlotS calls in
> direct graphics, or drawing an IDLgrImage and then drawing 10
> 100-vertex IDLgrPolylines in object graphics? More to the point,
> since drawing such a simple system is probably fast enough using both
> methods, which graphics option makes more sense given this problem?
> Thanks for any help.