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Subject: Object/Direct Graphics Question

Posted by [parrhasius](#) on Wed, 13 Feb 2002 05:56:24 GMT

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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 IDLgrPolyines 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.

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