
Subject: Re: Object/Direct Graphics Question

Posted by [Marc Schellens](#) on Sat, 16 Feb 2002 03:03:17 GMT

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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.

In my opinion OG is the right thing to use here.

Especially as you state the order of lines is important.

In OG this can be for 2D easily achieved with drawing them on different Z-values.

Also there are the other advantages of OG (easy interactive selection of objects, deriving of classes...), especially if you have to extend your program later.

The only drawback I see is that it takes probably longer to come clear with the coordinate systems and units in OG.

The documentation is here a little bit 'thin'.

Greetings,
marc
