
Subject: Re: Help! Slow object graphics.

Posted by [David Fanning](#) on Wed, 20 Feb 2002 17:21:09 GMT

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Ted Cary (tedcary@yahoo.com) writes:

- > I should clarify that this program is not a modification of XROI. I just
- > use XROI as a starting point since I know it can draw ROIs fast enough on my
- > machine, and since this is my first object graphics attempt. So what's
- > borrowed from XROI is the graphics tree and the drawing functions. I'm not
- > drawing to the View established by XROI or anything like that, it's just
- > that I set up my graphics tree up the same way. at least the lower branches.
- > Another difference is that my draw windows handle larger pictures than XROI
- > by using scroll bars-certainly this is not the problem.?

I shouldn't think so.

- > Do object graphics still have those postscript printing problems?

We don't like to think of these as "problems". We prefer the term "features". Things have obviously improved a bit, especially for "simple" graphics output (i.e., those without any color filling or textures) which can be "vectorized". Everything else still takes a month and a day to get through your printer. Which wouldn't be so bad if the whole world didn't have to stop when you did it. Let's just say well-timed coffee breaks help.

- > If this
- > has not been fixed, can't I just plot my data to direct graphics windows and
- > print those?

No.

- > It is possible to combine direct graphics and object graphics
- > in the same session, at least, if not in the same window. as long as colors
- > are protected, right?

No, object graphics and direct graphics are two completely separate things and can't be combined in any way, shape, or form. You can certainly *use* both in the same IDL session, obviously. But you can't draw direct graphics into an object graphics window, or visa versa. Perhaps you could "plot" your data in a direct graphics window, but why would you want to do that after you had gone to the trouble of doing it in object graphics? Then you have to write everything in *both* systems. Even for someone like me, that seems excessive.

> I've never used Insight but was playing around with the Live_ things. They
> are a little slow and not very intuitive to use in a program, but they seem
> like they might be useful as wrappers for plot objects. Is the aversion to
> them just based on programmers' healthy hatred of anything point-and-click,
> or are there bigger problems?

I think the healthy hatred stems from them not working
the way you want them to and wanting to change them, only
to find there is no code to do so. Then the healthy
paranoia kicks in and you wonder what RSI is hiding
in that code they won't show you. :-)

Cheers,

David

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