
Subject: Re: Help! Slow object graphics.

Posted by [Ted Cary](#) on Wed, 20 Feb 2002 15:56:12 GMT

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- > Uh, oh. As one who provided advice (although I can't recall
- > suggesting you modify XROI!), I feel obligated to respond.
- > Alternatively, and probably more appropriately, I could
- > pretend my newsgroup server just lost this article. :-)

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.?

Don't worry, David, as I recall your advice to me was to use direct graphics objects, which was what I was doing in a previous version of the program. I got tired of writing my own DG objects that just mimicked the functionality of the built-in IDLgr objects, and actually the object graphics version of the code has fewer lines than the DG version because I don't have to define so many new things. Also, I just wanted to learn object graphics.

Do object graphics still have those postscript printing problems? I saw that on the old newsgroup postings and was hoping that was something that had been fixed by now, especially considering the number of complaints, and considering how many object graphics converts seem to be around. If this has not been fixed, can't I just plot my data to direct graphics windows and print those? 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? Or is there some other problem with this?

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?

Thanks
