On an inferior machine (G4 400) I run OG code fast enough not to have to use
DG code almost ever (well, except for the pitiful lack of usefulness in
IDLgrContour).
I am a little scared of basing my projects on something like RSI's X*
series. They remind me of LIVE* series and that infamous Insight thing. I
feel if I make it all from scratch I at least know what part can be slow.
I am sure you can find the culprit in your code. Or better yet, try
downloading an existing OG program and see how would it work for you. Google
search on OG visualsisation should turn up a few choices.
Good luck,
Pavel

> Snip...
> I convinced my employer that converting my DG program to OG was worth
> the week it's taken, but I'm not sure he'll be so pleased to see that
> everything is slower than it was before... I thought object graphics
> weren't supposed to be so slow these days, so it must be the way I'm
> programming, although I really just copied XROI for the drawing part of
> the program. I hope it's not the heap thing, because I depend on the
> object widget functionality... Any ideas? Thanks.
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