
Subject: Re: Speedup in Object Graphics

Posted by [Mark Hadfield](#) on Mon, 18 Mar 2002 22:00:43 GMT

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"Pavel A. Romashkin" <pavel_romashkin@hotmail.com> wrote in message news:3C962091.F7A5C1B1@hotmail.com...

> lyubo wrote:

>>

>> What are the general ways to speed up a program using Object

>> Graphics ?

>

> Get a faster video card, maybe? They are about \$60 now.

I second that. Other possibilities: reduce complexity of your graphics tree; avoid having large numbers of separate objects; reduce dimensions of your destination object; reduce dimensions and colour depth of your screen; experiment with alternative representations (IDLgrImage vs IDLgrSurface to represent a coloured surface, etc).

>> When I run a profiler report I can see that I have to speed up the

>> WIDGET_PROCESS_EVENTS but I have no idea how to do that.

>

> Do you have a huge, nested widget tree? Then it is not really the OG

> problem, it is the tons of events that slow it down.

Maybe. Or perhaps the graphics tree is being redrawn inside a widget event handler.

In my experience a widget tree has to get quite complicated before it takes as long to refresh as it does to redraw a simple graphic.

I think you (lyubo) will have to tell us more about what you are doing before we can help more.

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Ka puwaha et tai nei

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