Subject: Speedup in Object Graphics

Posted by lyubo on Sat, 16 Mar 2002 21:52:48 GMT

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

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.
Also which one is faster - drawing a scene or drawing several views
separately?

Thanks,

lyubo


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IDL> PROFILER, /REPORT
Module        Type Count   Only(s)  Avg.(s)    Time(s)  Avg.(s)
IDLGRSRCDEST::DRAW
                   (S)   1261   56.245281  0.044604   56.245281
0.044604
WIDGET_PROCESS_EVENTS
                   (S)    443   71.912708  0.162331
70.195855  0.158456
```