
Subject: XSTRETCH in P.Multi - is it efficient?

Posted by [K.Y.Choi](#) on Sat, 06 Apr 2002 04:25:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Now, I am trying to make widget program that contains two plot with a image. I also would like to include mouse-oriented indication bar in both plot area, which synchronise with the position of the image. I guess it would be based on something like XSTRETCH.pro from D.Fanning.

Question are, if I put those plots and image in a single Widget_Draw, would it become much slower while interactive moving lines on plots are moving? I wonder this is one of reason why XSTRETCH.pro has two windows, i.e. two TLB.

In fact, since I tend to include loop that scans through the data range, approximately 5000 steps within 1 or 2 minutes, speed really matters to me. XSTRETCH continuously uses PIXMAP while moving lines with mouse, and I guess such processing is possibly slower in, for instance, 800-by-800 Widget_Draw.

Alternatively, I thought three different Widget_Draws in a single TLB. Problem again comes when resize windows. Also, I am not sure how much difference in processing speed with comparison to the pervious method, and which method would be less complicate and more economical in programming-wise.

If anybody faced such problem, I should be appreciate.

Reno

P.S. Thank you for your quick comment on SELECTIMAGE, Dave. Yes. It looks great.
