Subject: Re: speed up the display on Linux
Posted by Mark Hadfield on Mon, 10 Jun 2002 22:29:26 GMT

"Sam Hou" <ssmilemonkey@hotmail.com> wrote in message
news:5a3b225f.0206101332.439ba410@posting.google.com...

> Hope someone can help us with this one. We have a IDL program which
> allows user to rotate, rescale a 3D mesh interactively. It is
> running well in window. However, it becomes extremely slow on
> Linux. It is almost useless.

I reported a similar-sounding problem to this group in January in a
thread entitled "Object graphics under Linux: are they supposed to be
that slow?". I eventually found that the problem was caused by the
RETAIN setting of my object-graphics window. It was originally set to
2, but re-draws ran 10x faster with a setting of 1.

You may want to review that thread.

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