Subject: Re: Object Graphic Slows on resize
Posted by Rick Towler on Sat, 16 Nov 2002 00:09:16 GMT
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"Mark Servetus" <markservetus@hotmail.com> wrote

> I have a single IDLgrView with several IDLgrImage objects (including
> transparancies). I drag them around and do other mouse events with
> objects just fine, with good performance.
>
> However, once I resize the window and it re-draws, everything slows
> terribly.

In general when you enlarge the window you will see a performance decrease.
The impact will depend on if your graphics card is fill rate limited or
vertex limited. If it is vertex limited you'll see less change in redraw
speed as you enlarge your window. If your card is not vertex limited then
you will see a larger drop in performance as that window grows. Consumer 3d
to high end "Gamer's" cards tend to get vertex limited rather quickly.
Professional 3d cards tend to focus on vertex processing and generally are
fill rate limited.

Your case doesn't make sense. Redraw should speed up when you shrink your
window. I think you should start looking closely at your code and trace
what happens when you resize. I think there is a bug somewhere.

> It seems to me that the cache is created with their original sizes,
> and upon resize, all subsequent draws have to do major interpolation
> from the cache. The only guess that has made sense to me yet. (It
> happens even when I shrink the window.)

No. IDL does cache certain internal properties of graphics atoms but these
wouldn't change when you resize your window (unless you were changing
certain atom properties when you resized the window. Even in this case you
would only see an initial hiccup as the atoms internal properties were
updated then redraw would recover).

It doesn't hurt to make sure you have recent drivers installed. Detonator
40.72 drivers were release on the 11th. But I doubt this is a driver issue.

-Rick