
Subject: Re: Object Graphic Slows on resize
Posted by [David Fanning](#) on Fri, 15 Nov 2002 23:52:03 GMT
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Mark Servetus (markservetus@hotmail.com) writes:

> I have a single IDLgrView with several IDLgrImage objects (including
> transparencies). 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.
>
> 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.)

I'm going to guess you are doing something that a couple of weeks from now, when you know better, you would just as soon nobody knew about. There is really no reason for the drawing output to slow down noticeably that I can think of. Well, objects are **always** slower than direct graphics, but never obnoxiously slow, unless you have done something wrong (easy to do).

I'd have a good long look at that code. With object graphics there are always a handful of ways to implement your graphics tree. I'd try another way and see if your results are similar.

Cheers,

David

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