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Subject: Re: Why is IDLgrSrcDest::Draw so slow when calling  
IDLgrPolygon::SetProperty?

Posted by [Karl Schultz](#) on Wed, 14 May 2003 15:09:41 GMT

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"Rick Towler" <[rtowler@u.washington.edu](mailto:rtowler@u.washington.edu)> wrote in message  
news:b9ru45\$20qi\$1@nntp6.u.washington.edu...

> I am puzzled over why IDLgrSrcDest::Draw is so slow when I call  
> IDLgrPolygon::SetProperty. Depending on the polygon count I am seeing up  
to  
> a 60% drop in frame rates when I change the color of a IDLgrPolygon object  
> vs. when I don't. This is a real bummer as I am animating 500-1000  
> IDLgrPolygon objects which present information thru their changing color.  
>  
> Looking at the output of PROFILER it seems that IDL is spending this extra  
> time in IDLgrSrcDest::Draw. Knowing that IDL will cache properties of  
> graphic atoms to speed subsequent draws, I am guessing that these  
properties  
> are updated in IDLgrSrcDest::Draw? Venturing further out on the limb, I  
am  
> guessing that a call to IDLgrPolygon::SetProperty sets a flag that forces  
> the atom's cache to be updated when IDLgrSrcDest::Draw is called. If this  
> is the case, I would think that properties such as COLOR, and LINESTYLE  
> wouldn't require IDL to re-calculate these properties and I am wondering  
why  
> I have to pay this price.  
>  
> Am I interpreting this correctly or am I crazy?

Yes and No.

You are absolutely right. The best I can do is fix this in the next  
release.

Karl

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