Subject: Re: oplot in Object Graphics
Posted by Rick Towler on Fri, 14 Nov 2003 20:01:45 GMT

"Karl Schultz" wrote...
>
> "Miguel Angel Cordoba" wrote ...

>> Yes, I'm capturing the mouse movement with the MOTION_EVENTS
>> keyword. The user moves the mouse over one image. This image is a part
>> off a volume o 17 images. Then when the user moves the mouse over the
>> image I plot the vertical profile off the point where is the mouse and
the
>> vertical profile off the 8 neighbours. The vertical profile is the
> polyline
>> with the 17 points, one per image.
>> Then in the for statment I modify the DATA property off the 9 plot
> Objects.

In addition to Karl's suggestion, I would consider using the PROFILER to
help isolate your bottlenecks. I usually put

PROFILER, /RESET
PROFILER, /SYSTEM

at the beginning of my main program procedure and

PROFILER, /REPORT

in my widget cleanup routine. This is a relativly crude approach but it
will allow you to highlight your offending code. The docs on PROFILER will
get you started.

> What graphics hardware do you have? We had a few machines arrive here at
> RSI with $29 graphics cards and of course we were not thrilled over the
> object graphics performance.

This could simply come down to hardware. What platform, graphics adaptor,
and processor are you using?

-Rick