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Subject: Re: Why are iTools so slow?

Posted by [Mark Hadfield](#) on Fri, 01 Oct 2004 00:34:33 GMT

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David Fanning wrote:

> Marshall Perrin writes:

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>

>> On my 1.25 GHz 15" Powerbook, it's not nearly that slow.

>> Both isurface and fsc\_surface redraw many times per second and

>> are very usable. fsc\_surface does feel a bit smoother and faster,

>> but it's more like a factor of 2-3. Certainly not a factor of 20!

>

>

> Could this be a hardware/software issue? My iTool image is

> slower, but not unusable, certainly.

You mean a hardware/software \*renderer\* issue. Yes. I changed the default object graphics renderer in File/Preferences from Hardware to Software, restarted IDL and, voila, the iSurface display is much faster.

For the record, I have a Pentium 4 2.67 GHz machine running Windows 2000 with an ASUS display adapter using a GeForce4 MX 440 graphics processor with 64 MiB RAM. I "upgraded" to this adapter shortly after I got the machine and was disappointed with the lack of any improvement in Object Graphics speed.

I will have a look in the iTools code at the keywords it uses when it creates and draws to its IDLgrWindow objects and report back if I found out anything interesting.

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Mark Hadfield            "Ka puwaha te tai nei, Hoesa tatou"

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