Subject: Why are iTools so slow?
Posted by Mark Hadfield on Thu, 30 Sep 2004 00:05:32 GMT

The subject line says it, really.

I kind of like the idea of iTools, and I'd like to tap into the
framework for my own tools. (I've started to use property-sheet widgets,
but nothing else.) If I do

    IDL> fsc_surface, dist(100)

or

    IDL> mgh_new, 'mgh_surface', dist(100)

I can rotate the surface with the mouse smooth and fast (I'm guessing 20
or more redraws per second). But if I do

    IDL> isurface, dist(100)

and choose the little rotate button then rotate the surface, each redraw
takes ~ 1 second. A surface with more points than that is unusable.
(Actually, cancel that last thought, I'm not sure if iTool speed
generally does deteriorate very fast with the number of vertices or
pixels in the graphic. Which is interesting.)

I thought it might be something to do with drag quality, so I reduced
the "Default Drag Quality" (in "File/Preferences") to "Low". So now the
surface goes wire-frame when I drag it. But it's still really slow.

Is it slow for you too?

Why?

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