Subject: Re: plotting data as it arrives using objects
Posted by Rick Towler on Mon, 06 Jun 2005 21:37:56 GMT
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clive_cook wrote:
> I think that the problem with this technique might be that each time a
> new file is written the contour will have to be re-calculated and
> re-drawn which considering the data can be a large 3-d array
> (4000x452x452) could make the program slow. I have yet to test this so
> i am not completely sure.

Well, I don't know exactly what you are doing so what do I know but...

I can't quite make the connection between your 4000x450x450 dataset and
the plots you did in DG. What do you mean by this "contour" you created
with plots? Is it 2d, is it 3d? How do you get from 4000x450x450 to
your plot?

Regardless, with the proper hardware I doubt that OG would be a show
stopper. I have found that for 3d plots using modern graphics hardware
that except for very simple plots OG is always faster so the re-draw
shouldn't be an issue (at least when compared to your DG application).
As for the re-calculation part, what can I say. You are obviously
minimizing the re-calculations in your DG application so why couldn't
you do the same in the OG application?

But then again, I thought I sort of understood what you were plotting
but your response makes me think otherwise. Maybe some more detail
would help.

-Rick