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Subject: Re: plotting data as it arrives using objects  
Posted by [clive\\_cook59](#) on Mon, 13 Jun 2005 17:12:50 GMT  
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Ok, i didn't do a good job of explaining myself. I've also done a little bit of research. Ultimately i'm looking to produce a contour plot (usually you can use the contour function in direct graphics or the idlgrcontour object). The idea is to produce this plot as data arrives, arriving approximately one profile every 2.5 seconds. Its a slow inefficient way to re-calculate the contour so in direct graphics i drew one profile at a time onto a plot using the plots command and scaling the colours to the data values (so a series of these profiles produces a contour plot however it is drawn on the fly).

So now i am trying to do something similar with object graphics. I tried doing it by updating my data to the idlgrcontour object using `contour->setproperty,data_values=new_data` as new data arrives. The problem with this is as the `new_data` array increases in size the time taken to re-calculate the contour also increases, eventually it becomes far to slow. I'm looking for a way to do this in a more efficient way.

I hope this is clearer

many thanks

Clive Cook

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