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Subject: Re: Mac Program Support

Posted by [David Fanning](#) on Fri, 26 Aug 2005 14:18:57 GMT

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Kenneth Bowman writes:

> I tried it on my desktop and my laptop. It pops up instantly on my desktop. I  
> can see it draw the boxes on my laptop, but I wouldn't call it \*slow\*. It's  
> hard to say where in the graphics pipeline the bottleneck might be. It's not  
> the graphics chip per se, because I can render 3-D surfaces on my laptop in IDL  
> and rotate them in real time with the mouse with essentially instantaneous  
> response.

I am wondering if the problem is in creating draw widgets.  
Could this be slow because of the X11 connection? The other  
slowly appearing application that this woman told me about  
also uses quite a number of draw widgets.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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