
Subject: Re: Mac Program Support
Posted by [K. Bowman](#) on Fri, 26 Aug 2005 14:00:45 GMT
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In article <MPG.1d781dcfcc165945989a5b@news.frii.com>,
David Fanning <davidf@dfanning.com> wrote:

> Here is another thing today that surprised me. Two people
> in the class have new Mac laptops. I have a little program,
> PickColorName, that displays 96 small draw widgets and fills
> them with a color with Polyfill. Colors appears instantaneously
> on a Windows PC. But on the Macs (both of them) the draw widgets
> appear all in black, then a second or so later the colors appear.
> It is VERY slow.

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.

Ken Bowman
