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Subject: Re: IDLgrImage drawing performance with IDLgrPalette

Posted by [Rick Towler](#) on Tue, 08 Nov 2005 20:29:39 GMT

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RSI cleared this one up (Thanks!). FTR, the code relating to hardware rendering of palettized images in IDL 6.1.1 was sub-optimal. This was improved upon in 6.2.

-Rick

Rick Towler wrote:

```
> I stumbled upon this curiosity today and was wondering if I'm doing
> something wrong or if this is an "IDL thing" I have found that IDL is
> very slow at drawing indexed color images that use palettes to an RGB
> device. Or at least it is very slow using my approach. I generally use
> true color images so maybe I am missing something... Consider the
> following:
>
> pro test_palette
>
>   ; read some image data, along with palette
>   imgData = READ_PNG(FILEPATH('africavlc.png', $
>     SUBDIRECTORY=['examples', 'data']), r, g, b)
>   imgDims = SIZE(imgData, /DIMENSIONS)
>
>   ; create the image object w/o a palette and add to a model
>   oImg = OBJ_NEW('IDLgrImage', imgData)
>   oMod = OBJ_NEW('IDLgrModel')
>   oMod -> Add, oImg
>
>   ; create a view and window
>   oView = OBJ_NEW('IDLgrView', VIEWPLANE_RECT=[0,0,imgDims[0], $
>     imgDims[1]])
>   oView -> Add, oMod
>   oWin = OBJ_NEW('IDLgrWindow', DIMENSIONS=imgDims)
>
>   ; time drawing this image
>   t0 = SYSTIME(/SECONDS)
>   for n=0, 5 do oWin -> Draw, oView
>   print, SYSTIME(/SECONDS) - t0
>
>   ; Add a palette to the image object
>   oPalette = OBJ_NEW('IDLgrPalette', r, g, b)
>   oImg -> SetProperty, PALETTE=oPalette
>
>   ; time drawing image with palette
>   t0 = SYSTIME(/SECONDS)
```

```
> for n=0, 5 do oWin -> Draw, oView
> print, SYSTIME(/SECONDS) - t0
>
> OBJ_DESTROY, [oWin, oView, oMod, oPalette]
>
> end
>
> And the output:
> IDL> test_palette
>    0.00000000
>    27.626000
>
>
> I had to cut the iterations down to 5 because I didn't have the patience
> to sit thru the second test.
>
> What am I missing?
>
>
> IDL> print, !version
> { x86 Win32 Windows Microsoft Windows 6.1.1 Oct 11 2004    32    64}
>
>
> -Rick
```

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