
Subject: Re: Multi Planar Viewer

Posted by [Robbie](#) on Thu, 05 Oct 2006 03:17:42 GMT

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> The message sending is very fast. The image re-draw is
> relatively slow

Indeed, it seems that too many calls to IDLgrWindow::draw is the bottleneck today.

One thing that I've found really handy about OO is that my rendering classes report the redraw time. For this particular application I have a redraw time of around 200ms. I guess this makes messaging semantics somewhat irrelevant.

My speed problem is definately too many redraws. I just implemented a "redraw flag". A call to ::redaw just flips a flag. My event processing routine checks for flipped flags at each iteration of the event loop, which guaruntees that there will be only one redraw per widget_draw per event.

I consider this solution a bit of a hack, because I should be able to program visualisations such that ::redraw is only called when it is absolutely necessary.

I'm still squeamish about messaging between visualisations. I've got 14 visualisations with various interdependancies. A single message could trigger 2^{13} messages if every dependancy was registered. I guess that's a *good* reason not to use iTools :-)
