
Subject: Re: Slow Direct Graphics Drawing? / Mac OS X 10.5 / IDL 6.4.1

Posted by [henrygroe](#) on Thu, 06 Dec 2007 14:27:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Dec 5, 8:49 pm, "mgal...@gmail.com" <mgal...@gmail.com> wrote:

> On Dec 5, 3:44 pm, "M. Katz" <MKatz...@yahoo.com> wrote:

>

>> I recently upgraded to IDL 6.4 on Mac OS X 10.5 (Leopard), and I

>> installed the 6.4.1 patch.

>

>> I'm noticing that when I tv or tvscl an image, it draws very slowly.

>> It takes a 1-2 seconds(!) to draw in a 512x512 window.

>

>> Has anyone else experienced this, and is there a published workaround?

>

>> I commented out the idl display settings that used to live in

>> my .Xdefaults file, but that didn't help.

>

>> Thanks,

>> M. Katz

>

> I have not experienced this (yet). My only thought would be to upgrade

> X:

>

> <http://www.x.org/wiki/XDarwin>

>

> Mike

> --www.michaelgalloy.com

> Tech-X Corporation

> Software Developer II

I don't recall the details, but a few years ago I had a system meltdown on my Mac right in the midst of a huge deadline (so, was unwilling to do a full ground-up reinstall immediately, which I probably just should have). I remember doing a bunch of flailing and installing of different X's or windowing systems or whatever you call them. Some of the configurations I went through were **shockingly** slow at redrawing in direct graphics. So, I second the recommendation to reinstall X, or try a different flavor.

-Henry
