
Subject: Re: IDL 8.0; difficulties with "New Graphics"
Posted by [penteado](#) on Thu, 16 Sep 2010 23:59:08 GMT
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On Sep 16, 8:38 pm, Paul <paulsta...@gmail.com> wrote:

- > I'm trying to convert procedures from Direct Graphics (DG) to "New
- > Graphics" (NG). I'd really like to get it working well. Can any body
- > help with these hang ups?
- > -on a linux node (strictly software rendering), NG is so slow that I
- > opted to take the time to install IDL on the windows machine here
- > -on this PC (Dual core, 2.7 GhZ, 3 GB Ram, Intel onboard
- > graphics...ick), things work alright until I put more than a couple
- > dozen objects (four plots, eight curve per plot) in a window, at which
- > time subsequent objects are rendered progressively slower.
- > -rendering in a buffer doesn't seem to speed things up at all
- > -saving to .pdf or .eps after rendering is sketchy in windows. I get a
- > little note from Mesa about a buffer and not having enough memory.
- > Sometimes it saves just fine. (~100 kb file from a 325 px by 500 px
- > window)
- > -windows in NG can only be specified in pixels, and positions cannot
- > be determined in 'inches', except perhaps indirectly using normal
- > coordinates and choosing your width and height upon saving. However
- > the save method so far seems to disregard width and height information
- > when saving to eps, and if it didn't, you'd still lose your quasi-
- > WYSIWYG benefit to NG.
- > The new features entice me to use it, but the slowness and lack of
- > layout control steer me away. Suggestions?
- > Cheers.

Do your plots have many vertices (typically, more than some hundred thousand)? Any flavor of object graphics is going to be slow with complicated object (or with many objects), since they have to keep all of those objects around (which is what allows for editing). Currently, the only use I still make of direct graphics is for those situations where I can have hundreds of thousands of elements being plotted.
