
Subject: Re: high quality 'old' direct graphics

Posted by [Mark\[1\]](#) on Mon, 29 Nov 2010 21:25:14 GMT

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On Nov 26, 1:26 pm, Paulo Penteado <pp.pente...@gmail.com> wrote:

> On Nov 25, 9:28 pm, Mark <mark.h...@gmail.com> wrote:

>

>> New Graphics? Get outta here! A while back, I tried a plot with 40

>> line-plot objects and it took forever to display. With 10,000 I'd be

>> waiting weeks.

>

> I am surprised it was fast with OG. I expected it to be about the

> same, since the backend of both iTools and NG is OG. There is a little

> more overhead in NG, but I did not expect it to be so different from

> OG.

I think the glacial performance of NG in this sort of case (and I confess I haven't looked into it at all thoroughly) is that every time you add something, NG thinks very hard about how to modify the plot to accommodate it. (The Matlab graphics system has the same problem for complicated plots, for much the same reason, I suspect.)

The OG system itself is pretty snappy with line plots up to 10^5 or 10^6 points in length, surface plots up to $10^3 \times 10^3$. Not much slower than DG.
