
Subject: Re: Frustrated by 2 Data Plotting problems
Posted by [David Fanning](#) on Thu, 26 May 2011 22:21:50 GMT
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David Fanning writes:

> Yes, I have run into occasions, mostly in very tight loops,
> where the Coyote Graphics routines can be almost as slow
> as the equivalent function graphics routines. If you look
> at the code, you can see why: there is a lot of overhead
> getting the colors right, the color model set up, etc.
>
> Fortunately, there is usually a way around this. These
> routines are, after all, simply wrappers to the normal
> low-level IDL routines. All you really need to do to
> speed everything up is put yourself in a 24-bit decomposed
> color environment and use the low-level graphics routines
> to do whatever it is you want to do. This will cut out
> almost all of the overhead and will be wickedly fast.

Another alternative, of course, is to write cgPlotS as
an object (Coyote Graphics 2.0). Then you only incur
the overhead once. I've demonstrated how to do this by
writing the plot command as a object. Any takers for
building cgsPlotS?

<http://www.idlcoyote.com/programs/experimental>

It's possible, if someone would take this on, that we
could have Coyote Graphics 2.0 finished by the time
I get back from my travels this summer. And I wouldn't
have had to write anything. :-)

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
