
Subject: Re: Frustrated by 2 Data Plotting problems
Posted by [David Fanning](#) on Thu, 26 May 2011 22:16:14 GMT
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Gianguido Cianci writes:

> Thanks Jeremy, your code generates the colors much faster indeed, but unfortunately the
bottleneck is cgPlotS...
>
> I am wondering if I could batch cgPlotS all points that have the same colour to speed things
up...

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.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
