Subject: Re: Compare Filled Contour Plot in Three Graphics Systems
Posted by David Fanning on Fri, 06 Jan 2012 04:47:38 GMT
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TonyL writes:

> I've got the Function Graphics (FG) version running in 3.8secs (dual
> core Win7 64bit PC), including opening the data file and saving to a
> PNG file. I'll email you the code if you like separately; noting that
> I'm using the 8.2 beta. Symbol for Fort Collins plots OK.

I'd like to see it. I don't have the IDL 8.2 beta. (No one asked
me to review it!) But, I'll see if I can get ahold of it. :-)

> The anti-aliased fonts and lines in the saved PNG file are equivalent
> in quality to ones I've previously created via the Postscript route,
> using Direct Graphics and using the ImageMagick library. The FG is
> more convenient for me because I don't have to grapple with
> installation issues of the ImageMagick library. I haven't timed that
> ImageMagick approach, but suspect there is not a sufficiently large
> time difference from the FG time for it to bother me.

Well, it's about 1.3 seconds on my decidedly normal machine.

> In fact I have a greater use of the ability to replot the same data
> over several different geographic domains, for zooming purposes. By
> simply changing the map limit, the output can be modified in 0.2 secs,
> a similar time to the DG approach but without having to redraw all the
> elements.

Humm. Don't know how not having to redraw all the elements would
work. Doesn't seem possible to me! But, my cgMap object will work
in the same way and in the same amount of time, I imagine, since
they are both using Map_Proj_Init under the hood.

> The weakness I currently see in FG relate to the lack of a decent
> Colorbar equivalent to the CGcolorbar. Support for the Brewer tables
> is also lacking.

Yes, among other weaknesses. I realize you can't really answer
questions about IDL 8.2, but I would be curious if the colorbar
still has to be attached to a target in IDL 8.2. That seemed
to be its biggest weakness to me.

Cheers,

David

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David Fanning, Ph.D.
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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")