
Subject: idlgrbuffer draw :create_instance and draw_instance question....

Posted by [George Millward](#) on Thu, 19 Jul 2012 22:07:17 GMT

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Hi there,

I have an object graphics code that writes .png files offline (runs under cron). So I use the idlgrbuffer instead of drawing to a window. Anyhow, I have noticed that the drawing to the buffer is quite computationally intense so I've been trying to speed things up.

I see the 'create_instance' and 'draw_instance' keywords in the draw method. These seem to have something to do with rendering the parts of an image which are unchanged separately from the changing part....but the help documentation is somewhat terse.

Can anyone explain what this does - any examples ?

Any other tips for speeding up rendering to an idlgrbuffer object ?

Cheers

George.
