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Subject: Re: idlgrbuffer draw :create\_instance and draw\_instance question....

Posted by [George Millward](#) on Mon, 23 Jul 2012 22:43:58 GMT

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On Monday, July 23, 2012 7:28:13 AM UTC-6, nata wrote:

> Hi George,

>

> I use the CREATE\_INSTANCE and DRAW\_INSTANCE a lot but not in the IDLgrBuffer. I use it in the IDLgrWindow These 2 keywords are very useful when you have a lot of graphical objects in your view and you don't need render all of them.

>

> What I do is separate the graphical objects in 2 models. One containing the static components (the objects that won't change) and another model containing the dynamic objects.

> The dynamic objects are those ones that change in time, position, color, etc. and you have to render all the time.

>

> Then, if you want to speed things up (and if I remember correctly), you can proceed that way :

>

> dynamic\_model->SetProperty, /HIDE

> window->Draw, view, /CREATE\_INSTANCE

>

> static\_model->SetProperty, /HIDE

> view->SetProperty, /TRANSPARENT

> dynamic\_model->SetProperty, HIDE=0

>

> After this, the command window->Draw, view, /DRAW\_INSTANCE will only render the dynamic objects contained in the dynamic model and everything will be less computationally intense.

>

> Hope it will be useful to you !

> nata

Nata,

Very interesting - I'll give it a go and report back how this works with the idlgrbuffer.

Cheers

George.

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