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

Posted by [natha](#) on Mon, 23 Jul 2012 13:28:13 GMT

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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 !

natha
