Subject: Re: IDL 8.2.2 released
Posted by tom.grydeland on Thu, 21 Mar 2013 09:38:08 GMT
View Forum Message <> Reply to Message

> Le mercredi 20 mars 2013 10:58:17 UTC+1, Tom Grydeland a écrit :
>> Building up plots incrementally is still painfully slow.

On Wednesday, March 20, 2013 4:07:23 PM UTC, alx wrote:
> You should not call the NG plot function in a loop. The POLYLINE function with using CONNECTIVITY keyword is much better in your case.

Sure. Myself, I used PLOT with NaNs as every third value. That also works.

> the execution time goes from 36.1 sec. on my machine down to 0.031 sec.
> A factor 1000 which has to be explained by Exelis...

This is what I'm getting at. Your workaround, and mine as well, forces all the lines drawn in one command to have the same properties, and makes it impossible to hold on to separate handles for them, should that be of interest. Say you wanted the ability to draw lines in individual colors, or to selectively highlight one of the lines at a later point.

Saying "don't call NG routines in a loop" is useful practical advice, but unsatisfactory. Varying N in my example demonstrates quadratic increase in time with N, so it appears that all existing graphic elements are queried (e.g. for XYZ boundaries) whenever a new element is added. Surely there is an object in the graphics bestiary which could be responsible for remembering and updating the X/Y/Z extrema instead of having to recompute them on every operation? For extra points, identify all other instances where every element in a graphic is being queried.

> alain.

--T