
Subject: Re: IDL 8.2.2 released

Posted by chris_torrence@NOSPAM on Tue, 16 Apr 2013 04:08:24 GMT

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On Thursday, March 21, 2013 10:41:34 AM UTC-6, Mark Piper wrote:

> On Thursday, March 21, 2013 3:38:08 AM UTC-6, Tom Grydeland wrote:

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>> 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.

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> This is a problem that needs to be solved. I'll discuss it with Chris.

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> mp

Hi Tom et al.,

This has been fixed for IDL 8.2.3. As long as you disable refresh (the commented out line of code in your example) then the time to add new plots is the same regardless of the # of plots. In your particular example, once I added back in the Refresh,/disable line, the time for radial_antenna(12) went from 40 seconds down to around 4 seconds.

Note that if you don't disable the refresh, then each time a new plot is added, IDL will recompute the plot range to make sure the axes cover all of the plots.

Cheers,

Chris
ExelisVIS
