Subject: Re: How to display single orbits of satellite data in function graphics?
Posted by David Fanning on Thu, 02 May 2013 12:09:09 GMT

Fabien writes:

> CG will be indeed very fast to produce a DG output or a PS output but
> then the bottleneck will be imagemagick which has to sort out all those
> vertices to build a PNG out of it. But It don't think it will need 20
> seconds...

Yes, Coyote Graphics will not produce much of a Wow! factor when you
have a handful of people crowded into your cubicle, looking over your
shoulder at screen output. Their claim to fame (if the have one!) is
that they are blazingly fast to render, extremely flexible in what they
can do, and extraordinarily easy for most people to program. Plus, if
you have a couple of seconds, even the most complicated output can be
turned into PostScript, raster, and PDF output that is equal in quality
to anything IDL can produce.

   http://www.idlcoyote.com/cg_tips/cgwfg.php

I'm not saying I don't wish they were more beautiful on the screen. I'm
saying that EXCEPT for when there are five people huddled in my cubicle,
looking over my shoulder, they get the job done in a way that never
makes me think "I should go get some coffee while I'm waiting."

Cheers,

David
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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")