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Subject: Re: How to display single orbits of satellite data in function graphics?

Posted by [Fabzi](#) on Thu, 02 May 2013 07:45:54 GMT

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On 05/02/2013 12:05 AM, David Fanning wrote:

> Chris Torrence writes:

>

>> Fundamentally, it comes down to the difference between direct graphics, where you are just "burning" pixels into the screen, versus object graphics, where you are maintaining an object model in both memory and in the graphics

card. One is fast, the other can be modified later.

>> Thoughts?

>

> Coyote Graphics? ;-)

>

> Cheers,

>

> David

Hi David,

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 I don't think it will need 20 seconds...

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