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

Posted by [David Fanning](#) on Wed, 01 May 2013 22:05:54 GMT

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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

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")

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