
Subject: Re: cgGallery with function graphics
Posted by [Paul Van Delst\[1\]](#) on Thu, 27 Feb 2014 15:45:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

The only comment, well, request, I have is that you post the timing for the plots also (e.g. using tic/toc).

For the simpler plots/smaller datasets there's probably no difference.

The extreme slowness of function- compared to direct-graphics should continually be highlighted so that it gets addressed in future IDL releases.

<soapbox mounted=true>

For the record, I use FG pretty much exclusively. I think they're great. However, when I truly need to inspect a dataset (and I work with satellite data so the datasets are large by default :o) by plotting it multiple times quickly in several different ways, zooming, overplotting, redisplaying, etc I *have* to use direct/coyote graphics.

E.g. Plotting and zooming in/out of multiple fourier interpolated radiance spectra that each contain 2^{18} points is simply not reasonable in IDL FG. I've been doing that in DG for (gulp) decades.

Other E.g. displaying multiple maps of global satellite data (or its products) coverage.

Other (unmentioned) products have OOG capabilities that do not suffer from this speed problem so one can only assume it's an implementation issue.

</soapbox>

cheers,

paulv

On 02/27/14 09:46, Matthew Argall wrote:

> Hi, all,
>
> I thought I would create a thread with examples from the coyote
> gallery reproduced with function graphics. It is sort of my learning
> process. I will also include comments regarding some of the
> non-intuitiveness / problems (bugs?) that I am running into as I try
> to use function graphics more.
>
> I will post each reproduction as a reply to this, and will dredge up
> the thread in the future when if I get around to creating more. Feel
> free to do the same. Also, comments and fixes are welcome.
>
> <http://www.idlcoyote.com/gallery/>

```
>  
>  
> For good measure IDL> print, !version { x86_64 darwin unix Mac OS X  
> 8.2 Apr 10 2012    64    64}  
>
```
