Subject: Re: cgGallery with function graphics
Posted by Fabzi on Thu, 27 Feb 2014 16:09:27 GMT

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On 27.02.2014 17:01, David Fanning wrote:
> I don't know. There are a LOT of factors here. I'm not sure the numbers
> will allow us to compare apples with apples

Yes, imagemagick is also slow when it comes to produce jpeg output from
eps (which are, indeed, created fast with DG).

This game with NG is starting to get funny, I can't wait so see what
happens when the maps or the taylor diagrams come ;)

Fabien