
Subject: Re: cgGallery with function graphics
Posted by [David Fanning](#) on Thu, 27 Feb 2014 16:22:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

David Fanning writes:

>
> Paul van Delst writes:
>
>> The only comment, well, request, I have is that you post the timing for
>> the plots also (e.g. using tic/toc).
>
> 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. I think we should just
> allow people to time things themselves. Then, the test is strictly based
> on how they are using the routines. Plus, many of the Coyote Graphics
> users don't have Tic and Toc. :-)

Just to give you an example. I ran both the Coyote Graphics and Function Graphics basic line plot routines first to "initialize" the system.

Then I timed just the time to produce a plot.

Coyote Graphics: 0.0300 ; Probably slow because of circle symbol
Function Graphics: 0.0268

Then I timed the time to produce the plot and make a PostScript and PNG file:

Coyote Graphics: 1.672
Function Graphics: 4.398 ; Probably slow because of big PNG file

If I make a big PNG file with Coyote Graphics, then I get a time of 3.091.

So, I don't know. My impression is always that Function Graphics routines are slower, but I have no idea how MUCH slower. I think if you have a reasonable high tolerance for complicated things not always working right, you are probably OK with function graphics. In my tests of hardcopy output (the only thing I really care about, usually), I find Coyote Graphics work more intuitively than Function Graphics and produce identical results. When I build applications that are to go in front of a user, I tend to use object graphics, but only because I find these a little more reliable than function graphics. (The pressure plot saga of this morning seems to happen to me a LOT when I use function graphics. I think I must have an undiscovered and unintentional talent for breaking those things!)

Cheers,

David

--

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.")
