## Subject: Re: Real time computation?
Posted by peter on Tue, 29 Apr 1997 07:00:00 GMT

Michael Wu (mcwu@ucla.edu) wrote:
: I am just curious if any one has tested that IDL is
: reasonably responsive to have interactive input.  For
: example consider this scenario.  The program is
: suppose to do 3D projections onto a plane.  I am
: considering to have three slider widgets to denote
: the angle of projection (corresponding to rho, theta,
: phi in spherical coordinates).

Depends what you mean by real-time!  Certainly, for simple calculations
and plots, it is fast enough that you can process and display while
dragging the slider (that is, the overhead of event processing, etc, is
not a problem).  For 3D projections, it's unlikely to be fast enough to
justify drag events (for any reasonable sized data sets).  The code is
different by one word though, so you might as well give it a try...

In any case, if native IDL is not the ticket, you might want to code
your projection operation externally, and still use IDL to manage the
widgets and the screen display.

Peter