Subject: Rendering method software vs hardware
Posted by Helder Marchetto on Tue, 02 Dec 2014 13:58:36 GMT
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Hi,
I have a software that shows images in one windows and plots in other window (3 at the moment). I have a list widget to change images and when I change images, I recalculate something and update the plots.
I've done this using FG. So far so good...
The problems arise when I use hardware rendering. If I do so, on my laptop, I get once in a while pretty awful crashes (pc crash, win 7 pro, IDL 8.4) and the pc reboots.
Ok, I understand that this is caused by some graphics driver problems. Then I switched to software rendering because I thought that this would help the stability. And it did! But it did so at the cost of performance...
However, according to http://www.exelisvis.de/docs/Performance_Tuning_Objec.html I would expect that hardware rendering is better for 3d stuff. But I just draw images and plot lines!

I used the profiler to have a look at what's happening.
With hardware rendering (crashes permitting) I spend ~ 1.3 seconds in idlgrmodel::draw for switching between 4 images. In the same conditions, with software rendering i need for the same method 10.7 seconds.

The weird thing is that the images and plots update in software rendering pretty fast and then the widget is not responding for a second or so.

Does anybody have a clue on what's going or how I can improve this? I really need to switch between images faster and I'm not sure relying on Hardware rendering is a good idea if I want to distribute this...

I'm really starting to like FG, but this is quite a setback I must say.

Cheers,
Helder