
Subject: Re: Rendering method software vs hardware

Posted by chris_torrence@NOSPAM on Wed, 03 Dec 2014 16:14:59 GMT

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On Wednesday, December 3, 2014 3:02:57 AM UTC-7, Helder wrote:

> On Tuesday, December 2, 2014 7:48:09 PM UTC+1, Chris Torrence wrote:

>> On Tuesday, December 2, 2014 7:35:46 AM UTC-7, Helder wrote:

>>> Ok, so I spent some time looking for the time draining procedure and found that I set a lot of graphic properties after changing image. This results in a huge waste of time. I'll try to make some sample code to show what I'm having problems with and post tomorrow some code+results.

>>> At the moment, it takes .5 sec to get images and plots shown and 2.5 seconds to set a bunch of properties (hide, color, gridstyle,...)

>>>

>>>

>>> Cheers, Helder

>>

>> Hi Helder,

>>

>> Another option is to disable redraws until all of your properties are set. For example:

>>

>> p = PLOT(/TEST)

>> p.Refresh, /DISABLE

>> p.COLOR = 'red'

>> p.LINESTYLE = 'dashed'

>> ...

>> p.Refresh

>>

>> Hope this helps!

>>

>> Cheers,

>> Chris

>> Exelis

>

> Hi Chris,

> that worked brilliantly. Thanks.

> Question:

> when I set:

> p.color = 'red' or whatever else...

> shouldn't the plot procedure only replot if p.color ne 'red'? In other words, only update a property if this property is different from the previously set property.

> This would save quite some time and there would be no need for the refresh, /disable option.

>

> Or is this not that easy?

>

> Cheers,

> Helder

Hi Helder,

Yes, in general, we do try to only set the property if it is different. However, for some things like color, testing whether the color is the same can sometimes take just as long as setting it. Again, it depends upon your rendering speed. So we usually just set "quick" properties like color, linestyle, etc., without checking the old value. For more complicated properties (like maybe the map projection), we will check to make sure it needs to be set.

Cheers,
Chris
Exelis
