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Subject: Re: Slow object graphics when plotting multiple lines

Posted by [steven.abel](#) on Mon, 04 Apr 2016 15:27:04 GMT

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On Monday, 4 April 2016 16:09:36 UTC+1, Paul van Delst wrote:

> Hello,

>

> On 04/04/16 10:48, Yngvar Larsen wrote:

>> Another trick, using a single array with lines separated by NaN.

>> This works both in direct and function graphics. With these two added, plus

>> the new CONNECTIVITY trick, your TEST routine prints this on my machine

>> (2012 iMac)

>

> I'm amazed at everyone's ability to discover these things! Wow.

>

> But, I think this need for various "tricks" to speed up basic plotting

> functionality is something that the IDL/Harris folks need to fix by

> making PLOT(/OVERPLOT) - with additional keywords if necessary - work

> similarly, i.e. fast.

>

> Similarly when plotting gobs of satellite data on maps, surfaces,

> contours, etc.

>

> The slowness of function graphics when plotting lots and lots of data

> makes it unusable for looking at large datasets.

>

> Other, similar, tools don't have these issues. (Yes, I mean matlab).

>

> cheers,

>

> paulv

Thank you alx and Yngvar - your suggestions have helped enormously. It is fair to say that without this newsgroup I would have given up and gone back to Direct graphics for this task. Completely agree with Paul as well - it shouldn't be this complicated to do a simple plot.

Cheers

Steve

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