
Subject: Re: text objects slow! (how to speed up?)
Posted by [davidf](#) on Tue, 03 Aug 1999 07:00:00 GMT
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Bob Stockwell (dejastockwell@my-deja.com) writes:

- > The command:
- > IDL> outwindow->Draw, outview
- > takes 3.7 seconds on my comp (winNT 400 mhz pc).
- > This is way too slow. Why does it take so long to
- > draw a screen of text??

Well, I'm going to guess because you are using True-Type fonts, which are the default with the object graphics system. With true type fonts, each character is a formed from multiple (sometimes *many*) polygons. Each of those polygons has to be individually rendered and filled by the graphics system. It just does take a LOT of time to do that. You might try switching to vector (Hershey) fonts, although I don't know if you will then lose the ability to color the text. (Sorry, it's late and I've been programming all day. I really don't feel like checking.)

BTW, you also will want to turn off recomputing of the character dimensions with each draw (see the RECOMPUTE_DIMENSIONS keyword). This will *also* take a lot of time with the text objects you have.

Cheers,

David

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