Subject: Superimposed Object Views
Posted by Ben Tupper on Mon, 23 Aug 1999 07:00:00 GMT
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Howdy,

I have recently changed some image analysis code from direct graphics to object graphics. I am soooo glad I did so.

Here's how it works... As the user moves the cursor across the displayed image, a companion row/column profile plot is updated , and lines that extend the cursor crosshairs to the edges of the image are updated, too. The change to object graphics has greatly simplified the maintenance of the graphics (there are three images visible, each with a companion row/column profile of differening scales. What a mess in direct graphics!)

Here's what bugs me... Suprisingly, there is a noticeable slowdown in update speed in object graphics when compared to the direct graphics method.

I suspect that... The decrease in speediness may be a result of the large number of object contents in each image view being updated. Each image view contains the image, the two crosshair lines, and four bordering axes.

I'ld like to solve this by ... Dividing each image view into two supperimposed views: a static view and a dynamic view. I imagine the static view would contain the image and bordering axes, while the dynamic view would contain the cursor crosshair extensions.

So here are my questions...

1. Is it possible to superimpose views (like a static and a dynamic view) so that each is visible?

2. If it is possible, is it worthwhile? I'm loathe to modify a heap of code and not see a significant speediness gain.

3. How can I draw one view on top of the other without obliterating the first-draw view?

Thanks,

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