
Subject: Object Rubberband Selection Box
Posted by [davidf](#) on Mon, 24 Apr 2000 07:00:00 GMT
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Hi Folks,

The other day someone complained to me in an e-mail that their rubberband selection box in an object graphics program was v-e-r-y slow to render. Did I have any ideas?

Since I vaguely remembered doing this before, a long time ago, and since I didn't recall any particular problems with it, I decided to look into it. I modified my direct graphics ZIMAGE program to use object graphics rather than direct graphics. Guess what? It was p-a-i-n-f-u-l-l-y slow to render!

Humm. What is going on here!? I was instancing my scene. I was using a Polyline object for the box. Surely all of that was right...

After futzing around for an hour or so I decided to check my rendering setting. Hardware acceleration. Oh, oh. That should work. Let's try software rendering just for laughs. Yikes! Rendering was well over 2 orders of magnitude FASTER! In fact, the damn thing worked now.

I checked with the folks at RSI (luckily) before I chucked my graphics accelerator card out the window, and they tell me that IDL's software renderer has been optimized for object instancing. I'm still dubious, but the results are irrefutable in this instance. :-)

Anyhow, I thought that was worth knowing and it made me feel like I had gotten *something* done today, anyway.

You can find the program I wrote here, if you are interested:

<http://www.dfanning.com/programs/zoombox.pro>

Cheers,

David

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