
Subject: Re: Object Graphics slow??

Posted by [Paul van Delst](#) on Tue, 08 Aug 2000 07:00:00 GMT

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Martin Schultz wrote:

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>
> David Fanning wrote:
>>
>> Mark Hadfield (m.hadfield@niwa.cri.nz) writes:
>>
>>> In recent discussion about object graphics vs direct graphics it has been
>>> generally accepted that the object graphics system is slower. In an idle
>>> moment (ha!) I was inspired to run a couple of quick tests to see just how
>>> much slower. Here are the results:
>>>
>>> * Plot a line graph with 1000000 (that's 1 million) points:
>>>
>>> Object graphics (create and draw an IDLgrplot object): 1.45 s
>>> Direct graphics (call 'plot'): 2.90 s
>>>
>>> * Draw 100 byte arrays, each [256, 256], in succession as gray-scale images:
>>>
>>> Object graphics (create, draw and destroy 100 IDLgrImage objects): 2.9 s
>>> Direct graphics (call 'tv' 100 times): 6.2 s
>>>
>>> These examples (and I accept that they're limited) don't bear out the
>>> general opinion.
>>>
>>> Tests done on Windows NT, IDL 5.3, Compaq machine with Pentium II 400 MHz
>>> CPU, 256 MB RAM.
>>
>> I've been coming to this conclusion over time, too.
>> In fact, I'm beginning to think slow object graphics
>> programs, like slow IDL programs in general, are due
>> more to lousy programming than to lousy tools. :-)
>>
>> Cheers,
>>
>> David
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> ... all the more important that RSI provides more high-level object
> graphics routines (including contours and maps) !!!!
```

hear, hear!

--

Paul van Delst Ph: (301) 763-8000 x7274

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Martin

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[[      phone: +49 40 41173-308      [[
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[[ martin.schultz@dkrz.de      [[
[[

```

Subject: Re: Object Graphics slow??

Posted by [davidf](#) on Tue, 08 Aug 2000 07:00:00 GMT

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Fanning Software Consulting
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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155
