Subject: Object rendering with dynamic views
Posted by Ben Tupper on Tue, 23 Jan 2001 02:32:40 GMT
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Hello,

I am wondering about the best way to manage objects graphics when the display consists of changing and unchanging models. I have done it three different ways in the past, but I never considered the merits of each (until now.)

(1) The first way is that outlined in the online manual (also David has a nice page about this.) This method involves just one view. The view is first rendered with the static portion of the graphics exposed and the dynamic parts hidden using :
myDraw->DRAW, myView, /Create_Instance
Then the view is made transparent, the static portion is hidden and the dynamic portion is exposed. After that the view is drawn using:
myDraw->DRAW, myView, /Draw_Instance
Any subsequent changes in the dynamic atoms/models are rendered using the DRAW_INSTANCE keyword.

(2) The second way is to create two overlapping views, the static underneath and the dynamic on top with the TRANSPARENT keyword set. Then draw each view using the CREATE_INSTANCE and DRAW_INSTANCE keywords as needed. This is a method discussed (a long time ago) on the newsgroup, but I can't find it documented anywhere.

(3) Put all the atoms/models in one view and render the whole thing as one. Grind-grind-grind. I use this method when in a hurry to write code, but I really don't want to look at it.

Can someone explain the relative merits/pitfalls of each of the methods (in particular the first two?) I come to this because I have routine to that tracks a scatter plot. When the cursor passes over a target atom, information about that datum is displayed and, like Pavloff's dog, the operator starts to drool. (Just kidding, so far no information is displayed.)

Thanks,

Ben

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Ben Tupper
248 Lower Round Pond Road
POB 106
Bristol, ME 04539

Tel: (207) 563-1048
Email: PemaquidRiver@tidewater.net