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Subject: Re: Speedup in Object Graphics

Posted by [Pavel A. Romashkin](#) on Mon, 18 Mar 2002 17:14:56 GMT

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lyubo wrote:

>

> What are the general ways to speed up a program using Object Graphics ?

Get a faster video card, maybe? They are about \$60 now.

> When I run a profiler report I can see that I have to speed up the

> WIDGET\_PROCESS\_EVENTS but I have no idea how to do that.

Do you have a huge, nested widget tree? Then it is not really the OG problem, it is the tons of events that slow it down.

> Also which one is faster - drawing a scene or drawing several views

> separately?

I always thought that scenes are just containers that loop through draw calls to their children, and drawing a scene simply spares you several calls to draw each view separately.

Good luck,

Pavel

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Subject: Re: Speedup in Object Graphics

Posted by [Mark Hadfield](#) on Mon, 18 Mar 2002 22:00:43 GMT

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"Pavel A. Romashkin" <pavel\_romashkin@hotmail.com> wrote in message news:3C962091.F7A5C1B1@hotmail.com...

> lyubo wrote:

>>

>> What are the general ways to speed up a program using Object

>> Graphics ?

>

> Get a faster video card, maybe? They are about \$60 now.

I second that. Other possibilities: reduce complexity of your graphics tree; avoid having large numbers of separate objects; reduce dimensions of your destination object; reduce dimensions and colour depth of your screen; experiment with alternative representations (IDLgrImage vs IDLgrSurface to represent a coloured surface, etc).

>> When I run a profiler report I can see that I have to speed up the

>> WIDGET\_PROCESS\_EVENTS but I have no idea how to do that.

>

> Do you have a huge, nested widget tree? Then it is not really the OG  
> problem, it is the tons of events that slow it down.

Maybe. Or perhaps the graphics tree is being redrawn inside a widget  
event handler.

In my experience a widget tree has to get quite complicated before it  
takes as long to refresh as it does to redraw a simple graphic.

I think you (lyubo) will have to tell us more about what you are doing  
before we can help more.

--

Mark Hadfield

m.hadfield@niwa.co.nz

Ka puwaha et tai nei

<http://katipo.niwa.co.nz/~hadfield>    Hoesa tatou

National Institute for Water and Atmospheric Research (NIWA)

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