
Subject: Speedup in Object Graphics

Posted by [lyubo](#) on Sat, 16 Mar 2002 21:52:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

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. Also which one is faster - drawing a scene or drawing several views separately?

Thanks,

lyubo

```
;-----  
-----  
IDL> PROFILER, /REPORT  
Module      Type Count   Only(s)  Avg.(s)   Time(s)  Avg.(s)  
IDLGRSRCDEST::DRAW  
              (S) 1261  56.245281 0.044604  56.245281  
0.044604  
WIDGET_PROCESS_EVENTS  
              (S)  443  71.912708 0.162331  
70.195855 0.158456
```
