
Subject: Re: Object Graphic Slows on resize
Posted by [David Fanning](#) on Fri, 15 Nov 2002 23:52:03 GMT
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Mark Servetus (markservetus@hotmail.com) writes:

> I have a single IDLgrView with several IDLgrImage objects (including
> transparencies). I drag them around and do other mouse events with
> objects just fine, with good performance.
>
> However, once I resize the window and it re-draws, everything slows
> terribly.
>
> It seems to me that the cache is created with their original sizes,
> and upon resize, all subsequent draws have to do major interpolation
> from the cache. The only guess that has made sense to me yet. (It
> happens even when I shrink the window.)

I'm going to guess you are doing something that a couple of weeks from now, when you know better, you would just as soon nobody knew about. There is really no reason for the drawing output to slow down noticeably that I can think of. Well, objects are *always* slower than direct graphics, but never obnoxiously slow, unless you have done something wrong (easy to do).

I'd have a good long look at that code. With object graphics there are always a handful of ways to implement your graphics tree. I'd try another way and see if your results are similar.

Cheers,

David

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Subject: Re: Object Graphic Slows on resize
Posted by [Rick Towler](#) on Sat, 16 Nov 2002 00:09:16 GMT
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"Mark Servetus" <markservetus@hotmail.com> wrote

- > I have a single IDLgrView with several IDLgrImage objects (including
- > transparencies). I drag them around and do other mouse events with
- > objects just fine, with good performance.
- >
- > However, once I resize the window and it re-draws, everything slows
- > terribly.

In general when you enlarge the window you will see a performance decrease. The impact will depend on if your graphics card is fill rate limited or vertex limited. If it is vertex limited you'll see less change in redraw speed as you enlarge your window. If your card is not vertex limited then you will see a larger drop in performance as that window grows. Consumer 3d to high end "Gamer's" cards tend to get vertex limited rather quickly. Professional 3d cards tend to focus on vertex processing and generally are fill rate limited.

Your case doesn't make sense. Redraw should speed up when you shrink your window. I think you should start looking closely at your code and trace what happens when you resize. I think there is a bug somewhere.

- > It seems to me that the cache is created with their original sizes,
- > and upon resize, all subsequent draws have to do major interpolation
- > from the cache. The only guess that has made sense to me yet. (It
- > happens even when I shrink the window.)

No. IDL does cache certain internal properties of graphics atoms but these wouldn't change when you resize your window (unless you were changing certain atom properties when you resized the window. Even in this case you would only see an initial hiccup as the atoms internal properties were updated then redraw would recover).

It doesn't hurt to make sure you have recent drivers installed. Detonator 40.72 drivers were release on the 11th. But I doubt this is a driver issue.

-Rick

Subject: Re: Object Graphic Slows on resize
Posted by [markservetus](#) on Mon, 18 Nov 2002 16:16:53 GMT
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I stopped /INTERPOLATEing the IDLgrImages and it worked wonders. Redrawing the view was burdonsome once the resize occured, even when the view was changing very little.

I may just do the interpolation to the image data (knowing it will be enlarged) prior to assigning it to the IDLgrImage.

Thanks.
