
Subject: Re: Why is IDLgrSrcDest::Draw so slow when calling
IDLgrPolygon::SetProperty?
Posted by [David Fanning](#) on Tue, 13 May 2003 23:34:57 GMT
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Rick Towler (rtowler@u.washington.edu) writes:

> Am I interpreting this correctly or am I crazy?

I'm not sure you are going to like the answer in either case. :-)

Cheers,

David

--

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Subject: Re: Why is IDLgrSrcDest::Draw so slow when calling
IDLgrPolygon::SetProperty?
Posted by [Karl Schultz](#) on Wed, 14 May 2003 15:09:41 GMT
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"Rick Towler" <rtowler@u.washington.edu> wrote in message
news:b9ru45\$20qi\$1@nntp6.u.washington.edu...

> I am puzzled over why IDLgrSrcDest::Draw is so slow when I call
> IDLgrPolygon::SetProperty. Depending on the polygon count I am seeing up
to
> a 60% drop in frame rates when I change the color of a IDLgrPolygon object
> vs. when I don't. This is a real bummer as I am animating 500-1000
> IDLgrPolygon objects which present information thru their changing color.
>
> Looking at the output of PROFILER it seems that IDL is spending this extra
> time in IDLgrSrcDest::Draw. Knowing that IDL will cache properties of
> graphic atoms to speed subsequent draws, I am guessing that these
properties
> are updated in IDLgrSrcDest::Draw? Venturing further out on the limb, I
am
> guessing that a call to IDLgrPolygon::SetProperty sets a flag that forces
> the atom's cache to be updated when IDLgrSrcDest::Draw is called. If this
> is the case, I would think that properties such as COLOR, and LINSTYLE
> wouldn't require IDL to re-calculate these properties and I am wondering
why

> I have to pay this price.
>
> Am I interpreting this correctly or am I crazy?

Yes and No.

You are absolutely right. The best I can do is fix this in the next release.

Karl

Subject: Re: Why is IDLgrSrcDest::Draw so slow when calling
IDLgrPolygon::SetProperty?
Posted by [Rick Towler](#) on Wed, 14 May 2003 16:24:07 GMT
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"Karl Schultz" wrote in message...

> "Rick Towler" wrote in message...

>> Am I interpreting this correctly or am I crazy?

>

> Yes and No.

>

> You are absolutely right. The best I can do is fix this in the next
> release.

Thanks Karl. That is the most we could expect!

-Rick

When you say "next", you do mean 6.0, right? :)
