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

David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: http://www.dfanning.com/

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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 LINESTYLE
- > 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

"Karl Schultz" wrote in message...

> "Rick Towler" wrote in message...

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- >> 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? :)