Subject: Why is IDLgrSrcDest::Draw so slow when calling IDLgrPolygon::SetProperty?

Posted by Rick Towler on Tue, 13 May 2003 23:10:59 GMT

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?

The only workaround is setting the color thru texturing which for simplicity
and speed's sake I was hoping to avoid.

-Rick