
Subject: Re: Why are iTools so slow?

Posted by [mperrin+news](#) on Thu, 30 Sep 2004 18:15:33 GMT

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Mark Hadfield <m.hadfield@niwa.co.nz> wrote:

> Is it slow for you too?

On my 1.25 GHz 15" Powerbook, it's not nearly that slow.

Both isurface and fsc_surface redraw many times per second and are very usable. fsc_surface does feel a bit smoother and faster, but it's more like a factor of 2-3. Certainly not a factor of 20!

- Marshall

Subject: Re: Why are iTools so slow?

Posted by [David Fanning](#) on Thu, 30 Sep 2004 19:33:03 GMT

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Marshall Perrin writes:

> On my 1.25 GHz 15" Powerbook, it's not nearly that slow.
> Both isurface and fsc_surface redraw many times per second and
> are very usable. fsc_surface does feel a bit smoother and faster,
> but it's more like a factor of 2-3. Certainly not a factor of 20!

Could this be a hardware/software issue? My iTool image is slower, but not unusable, certainly.

Cheers,

David

--

David W. Fanning, Ph.D.

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

Phone: 970-221-0438, IDL Book Orders: 1-888-461-0155

Subject: Re: Why are iTools so slow?

Posted by [Mark Hadfield](#) on Fri, 01 Oct 2004 00:34:33 GMT

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David Fanning wrote:

> Marshall Perrin writes:

>

>
>> On my 1.25 GHz 15" Powerbook, it's not nearly that slow.
>> Both isurface and fsc_surface redraw many times per second and
>> are very usable. fsc_surface does feel a bit smoother and faster,
>> but it's more like a factor of 2-3. Certainly not a factor of 20!
>
>
> Could this be a hardware/software issue? My iTool image is
> slower, but not unusable, certainly.

You mean a hardware/software *renderer* issue. Yes. I changed the default object graphics renderer in File/Preferences from Hardware to Software, restarted IDL and, voila, the iSurface display is much faster.

For the record, I have a Pentium 4 2.67 GHz machine running Windows 2000 with an ASUS display adapter using a GeForce4 MX 440 graphics processor with 64 MiB RAM. I "upgraded" to this adapter shortly after I got the machine and was disappointed with the lack of any improvement in Object Graphics speed.

I will have a look in the iTools code at the keywords it uses when it creates and draws to its IDLgrWindow objects and report back if I found out anything interesting.

--

Mark Hadfield "Ka puwaha te tai nei, Hoesa tatou"
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National Institute for Water and Atmospheric Research (NIWA)

Subject: Re: Why are iTools so slow?
Posted by [Rick Towler](#) on Fri, 01 Oct 2004 17:25:59 GMT
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Mark Hadfield wrote:

> For the record, I have a Pentium 4 2.67 GHz machine running Windows 2000
> with an ASUS display adapter using a GeForce4 MX 440 graphics processor
> with 64 MiB RAM. I "upgraded" to this adapter shortly after I got the
> machine and was disappointed with the lack of any improvement in Object
> Graphics speed.

As you found, the Geforce "MX" cards, ummm, stink. I have had great luck buying mid-level gaming cards in the \$200-250US range (latest is the Geforce FX 5900XT). Check out the reviews on the geeksites (arstechnica, ace's hardware, anand...) to see how they do in OpenGL benchmarks. There's always a number of cards in this price range so you'll have to look for the value.

-Rick

Subject: Re: Why are iTools so slow?

Posted by [Randall Skelton](#) on Sat, 02 Oct 2004 18:08:01 GMT

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I agree with the above... I think you have a hardware problem.

For the record, I don't recommend any ATI cards for linux these days. When they work, the drivers give 30-50% of the performance as their windows drivers. When they don't work, well, they **really** don't work:

<http://linux.slashdot.org/article.pl?sid=04/09/03/1313221&am p;tid=152&tid=106>

I'm planning to replacing my defunct Radeon 9600Pro with a 6600gt:

<http://tech-report.com/reviews/2004q3/geforce-6600gt/index.x ?pg=25>

<http://usalug.org/phpBB2/viewtopic.php?t=3989&start=15>
