
Subject: IDLgrImage drawing performance with IDLgrPalette

Posted by [Rick Towler](#) on Tue, 08 Nov 2005 19:05:30 GMT

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I stumbled upon this curiosity today and was wondering if I'm doing something wrong or if this is an "IDL thing" I have found that IDL is very slow at drawing indexed color images that use palettes to an RGB device. Or at least it is very slow using my approach. I generally use true color images so maybe I am missing something... Consider the following:

pro test_palette

```
; read some image data, along with palette
imgData = READ_PNG(FILEPATH('africavlc.png', $
    SUBDIRECTORY=['examples', 'data']), r, g, b)
imgDims = SIZE(imgData, /DIMENSIONS)

; create the image object w/o a palette and add to a model
oImg = OBJ_NEW('IDLgrImage', imgData)
oMod = OBJ_NEW('IDLgrModel')
oMod -> Add, oImg

; create a view and window
oView = OBJ_NEW('IDLgrView', VIEWPLANE_RECT=[0,0,imgDims[0], $
    imgDims[1]])
oView -> Add, oMod
oWin = OBJ_NEW('IDLgrWindow', DIMENSIONS=imgDims)

; time drawing this image
t0 = SYSTIME(/SECONDS)
for n=0, 5 do oWin -> Draw, oView
print, SYSTIME(/SECONDS) - t0

; Add a palette to the image object
oPalette = OBJ_NEW('IDLgrPalette', r, g, b)
oImg -> SetProperty, PALETTE=oPalette

; time drawing image with palette
t0 = SYSTIME(/SECONDS)
for n=0, 5 do oWin -> Draw, oView
print, SYSTIME(/SECONDS) - t0

OBJ_DESTROY, [oWin, oView, oMod, oPalette]
```

end

And the output:

```
IDL> test_palette  
0.00000000  
27.626000
```

I had to cut the iterations down to 5 because I didn't have the patience to sit thru the second test.

What am I missing?

```
IDL> print, !version  
{ x86 Win32 Windows Microsoft Windows 6.1.1 Oct 11 2004    32    64}
```

-Rick
