# Subject: Re: Slow Direct Graphics Drawing? / Mac OS X 10.5 / IDL 6.4.1 Posted by David Fanning on Wed, 05 Dec 2007 22:56:49 GMT

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#### M. Katz writes:

>

- > I recently upgraded to IDL 6.4 on Mac OS X 10.5 (Leopard), and I
- > installed the 6.4.1 patch.

>

- > I'm noticing that when I tv or tvscl an image, it draws very slowly.
- > It takes a 1-2 seconds(!) to draw in a 512x512 window.

>

> Has anyone else experienced this, and is there a published workaround?

Oh, man! Don't be telling me this! I wonder if I can still be booked into the Buddhist Seminary School starting in January ...

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Slow Direct Graphics Drawing? / Mac OS X 10.5 / IDL 6.4.1 Posted by Brian Larsen on Wed, 05 Dec 2007 23:10:58 GMT View Forum Message <> Reply to Message

> Has anyone else experienced this, and is there a published workaround?

Well you will hate this but everything with the same setup works great for me. I have no speed issues at all.

Brian

ps David, you can get a new mac today if you drive to Denver to the mac store and pick one up :)

-----

Brian Larsen
Boston University
Center for Space Physics

## Subject: Re: Slow Direct Graphics Drawing? / Mac OS X 10.5 / IDL 6.4.1 Posted by David Fanning on Wed, 05 Dec 2007 23:20:46 GMT

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#### Brian Larsen writes:

- > David, you can get a new mac today if you drive to Denver to the
- > mac store and pick one up :)

I have to discuss the new tuition arrangements with my sons before I can go. :-(

Cheers,

David

P.S. The incipient neurobiologist is not that excited about attending the ACME School of Plumbing.

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Slow Direct Graphics Drawing? / Mac OS X 10.5 / IDL 6.4.1 Posted by Michael Galloy on Thu, 06 Dec 2007 03:49:48 GMT View Forum Message <> Reply to Message

On Dec 5, 3:44 pm, "M. Katz" < MKatz...@yahoo.com> wrote:

- > I recently upgraded to IDL 6.4 on Mac OS X 10.5 (Leopard), and I
- > installed the 6.4.1 patch.

>

>

- > I'm noticing that when I tv or tvscl an image, it draws very slowly.
- > It takes a 1-2 seconds(!) to draw in a 512x512 window.
- > Has anyone else experienced this, and is there a published workaround?
- > I commented out the idl display settings that used to live in > my .Xdefaults file, but that didn't help.
- >
- > Thanks.
- > M. Katz

I have not experienced this (yet). My only thought would be to upgrade X:

### http://www.x.org/wiki/XDarwin

#### Mike

--

www.michaelgalloy.com Tech-X Corporation Software Developer II

Subject: Re: Slow Direct Graphics Drawing? / Mac OS X 10.5 / IDL 6.4.1 Posted by henrygroe on Thu, 06 Dec 2007 14:27:12 GMT

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```
On Dec 5, 8:49 pm, "mgal...@gmail.com" <mgal...@gmail.com> wrote:
> On Dec 5, 3:44 pm, "M. Katz" <MKatz...@yahoo.com> wrote:
>> I recently upgraded to IDL 6.4 on Mac OS X 10.5 (Leopard), and I
>> installed the 6.4.1 patch.
>> I'm noticing that when I tv or tvscl an image, it draws very slowly.
>> It takes a 1-2 seconds(!) to draw in a 512x512 window.
>> Has anyone else experienced this, and is there a published workaround?
>
>> I commented out the idl display settings that used to live in
>> my .Xdefaults file, but that didn't help.
>
>> Thanks.
>> M. Katz
> I have not experienced this (yet). My only thought would be to upgrade
  http://www.x.org/wiki/XDarwin
>
>
> Mike
> --www.michaelgalloy.com
> Tech-X Corporation
> Software Developer II
```

I don't recall the details, but a few years ago I had a system meltdown on my Mac right in the midst of a huge deadline (so, was unwilling to do a full ground-up reinstall immediately, which I probably just should have). I remember doing a bunch of flailing and installing of different X's or windowing systems or whatever you call them. Some of the configurations I went through were \*shockingly\* slow at redrawing in direct graphics. So, I second the recommendation to reinstall X, or try a different flavor.

# -Henry

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