
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

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- > 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.

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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
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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.

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>> 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

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
