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Subject: IDL 8.0; difficulties with "New Graphics"

Posted by [Paul\[3\]](#) on Thu, 16 Sep 2010 23:38:44 GMT

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I'm trying to convert procedures from Direct Graphics (DG) to "New Graphics" (NG). I'd really like to get it working well. Can any body help with these hang ups?

- on a linux node (strictly software rendering), NG is so slow that I opted to take the time to install IDL on the windows machine here

- on this PC (Dual core, 2.7 GhZ, 3 GB Ram, Intel onboard graphics...ick), things work alright until I put more than a couple dozen objects (four plots, eight curve per plot) in a window, at which time subsequent objects are rendered progressively slower.

- rendering in a buffer doesn't seem to speed things up at all

- saving to .pdf or .eps after rendering is sketchy in windows. I get a little note from Mesa about a buffer and not having enough memory. Sometimes it saves just fine. (~100 kb file from a 325 px by 500 px window)

- windows in NG can only be specified in pixels, and positions cannot be determined in 'inches', except perhaps indirectly using normal coordinates and choosing your width and height upon saving. However the save method so far seems to disregard width and height information when saving to eps, and if it didn't, you'd still lose your quasi-WYSIWYG benefit to NG.

The new features entice me to use it, but the slowness and lack of layout control steer me away. Suggestions?

Cheers.

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