
Subject: idlgrbuffer draw :create_instance and draw_instance question....

Posted by [George Millward](#) on Thu, 19 Jul 2012 22:07:17 GMT

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Hi there,

I have an object graphics code that writes .png files offline (runs under cron). So I use the idlgrbuffer instead of drawing to a window. Anyhow, I have noticed that the drawing to the buffer is quite computationally intense so I've been trying to speed things up.

I see the 'create_instance' and 'draw_instance' keywords in the draw method. These seem to have something to do with rendering the parts of an image which are unchanged separately from the changing part....but the help documentation is somewhat terse.

Can anyone explain what this does - any examples ?

Any other tips for speeding up rendering to an idlgrbuffer object ?

Cheers

George.

Subject: Re: idlgrbuffer draw :create_instance and draw_instance question....

Posted by [natha](#) on Mon, 23 Jul 2012 13:28:13 GMT

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Hi George,

I use the CREATE_INSTANCE and DRAW_INSTANCE a lot but not in the IDLgrBuffer. I use it in the IDLgrWindow These 2 keywords are very useful when you have a lot of graphical objects in your view and you don't need render all of them.

What I do is separate the graphical objects in 2 models. One containing the static components (the objects that won't change) and another model containing the dynamic objects. The dynamic objects are those ones that change in time, position, color, etc. and you have to render all the time.

Then, if you want to speed things up (and if I remember correctly), you can proceed that way :

```
dynamic_model->SetProperty, /HIDE  
window->Draw, view, /CREATE_INSTANCE
```

```
static_model->SetProperty, /HIDE  
view->SetProperty, /TRANSPARENT  
dynamic_model->SetProperty, HIDE=0
```

After this, the command window->Draw, view, /DRAW_INSTANCE will only render the dynamic

objects contained in the dynamic model and everything will be less computationally intense.

Hope it will be useful to you !
nata

Subject: Re: idlgrbuffer draw :create_instance and draw_instance question....
Posted by [George Millward](#) on Mon, 23 Jul 2012 22:43:58 GMT
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On Monday, July 23, 2012 7:28:13 AM UTC-6, nata wrote:

> Hi George,
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>
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> nata

Nata,

Very interesting - I'll give it a go and report back how this works with the idlgrbuffer.

Cheers

George.
