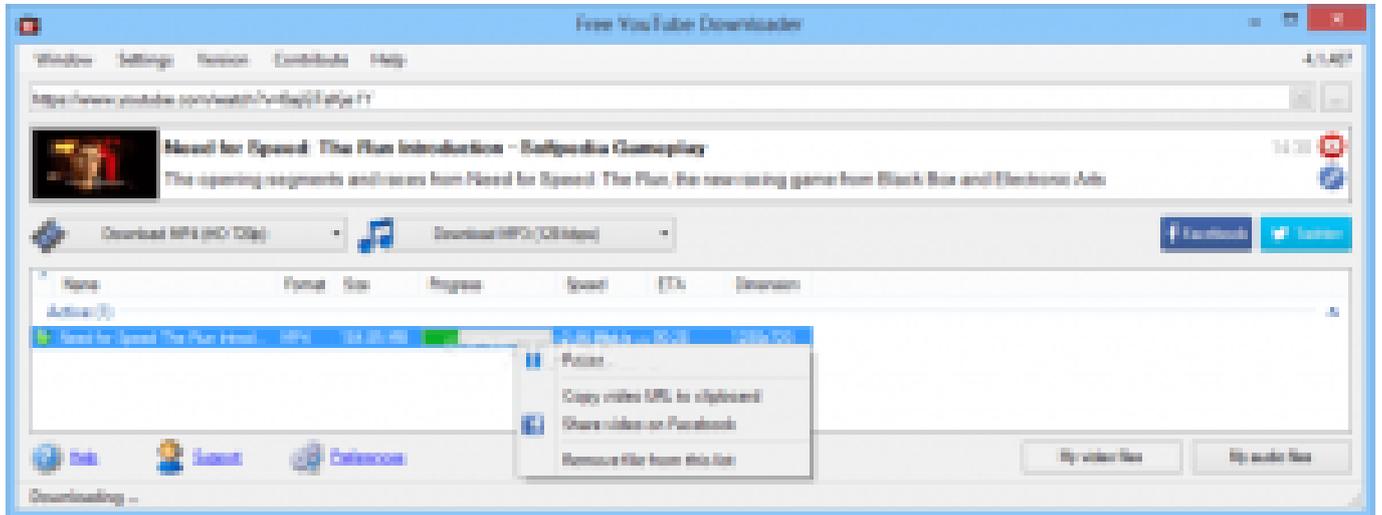


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Q: What are the tools available to use for timing 2D dataflow graphics? I have a 2D dataflow application which involves a lot of plotting, plotting of plots, plotting of plots of plots etc. I am trying to think of ways to optimize this and possibly a toolkit for this. So my questions are: Are there any toolkits which would give the developer an easy option to time their application to see how long it takes to draw a graph? (similar to what is being done in .Net with Parallel.Invoke) Are there any built-in libraries for this (or what would be an easy way to implement this)? Here is an example: A: Since I don't know about any realtime tools I would recommend looking into OGRE. From Wikipedia: Ogre is a free, open source, cross-platform realtime 3D engine. Ogre is released under the terms of the GNU General Public License, version 2.0 or later. It is developed and maintained by a community of developers. It supports high-performance DirectX, OpenGL, and OpenGL ES 2.0 rendering and animation for Windows, Linux, OS X, iOS and Android. It has lots of features that would make it easy to write a tool to monitor and time the rendering part of your application. Specifically, from the OGRE wiki Animation and physics engines Check out the OGRE demo. OpenGL-based rendering, object and camera management (they have a large list of what features are included here) A scene graph is implemented, giving a natural, intuitive modeling and scene organization of all the components in your world. Dynamic mesh/object creation (from a tile map, for example) You can load and modify meshes at runtime. Rendering modes

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