
Subject: Re: combining object and direct graphics
Posted by [davidf](#) on Mon, 10 Aug 1998 07:00:00 GMT
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Don Shad (dschad@frontiernet.net) writes:

- > is it possible to combine object graphics and direct
- > graphics in the same window? can it be done
- > without having to employ
- > some trickery like creating a pixmap and then
- > sending those data to an image object, which you
- > then over-lay in a draw object? i would
- > like to be able to work in DATA coordinate usings
- > both objects and direct graphics in the same window.
- > for example,
- > i'd like to create a contour map (w/ CONTOUR) and
- > then drop my objects at specific data coordinates
- > over top of the contour map.

No, without employing some kind of trickery (and even then I am not convinced it would work satisfactorily) you CANNOT combine object graphics and direct graphics in the same graphics window. Object graphics and direct graphics are (currently) two completely separate graphics systems and you must select the system and a graphics window appropriate to that system to display graphics.

Moreover, unless you are using a 24-bit color display, it is even difficult to combine direct and object graphics programs (or windows) in the same IDL session due to the completely different ways in which they use and load color tables.

This, unfortunately, makes it critical that you carefully weigh the pros and cons of building programs in one system or the other. Object graphics is clearly the choice if interactive 3D graphical display is of utmost importance. However, this must often be weighed against more difficult printer and hardcopy output support, as well as the type of computer environment your programs will be running in. Sometimes it makes more sense to write direct graphics programs in an object-like way, in order to take advantage of the best parts of both systems.

Cheers,

David

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