
Subject: Re: Help! Slow object graphics.

Posted by [Ted Cary](#) on Wed, 20 Feb 2002 18:31:28 GMT

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>

> No, object graphics and direct graphics are two completely
> separate things and can't be combined in any way, shape, or
> form. You can certainly *use* both in the same IDL session,
> obviously. But you can't draw direct graphics into an object
> graphics window, or visa versa. Perhaps you could "plot" your
> data in a direct graphics window, but why would you want to do
> that after you had gone to the trouble of doing it in object
> graphics?

I wouldn't be plotting any data at all in object graphics. I'd use the object graphics XROI-type program to *acquire* the data from ROIs drawn in an image, and then I'd plot the analyses of the data in direct graphics windows--maybe in something downloaded from your website. My question was only if I could *use* both object graphics and direct graphics in the same IDL session without any problems--not in the same window, not drawing the same visuals. I have used them both simultaneously before, drawing DG plots from the command line while OG programs are running, etc, but I do not know if there could be unforeseen problems in the long run while running a program. I am trying to get the best of both worlds without the worlds colliding.

It seems like OG might be good for "graphics" graphics--3d spinning coins and christmas trees with flashing lights and hopefully ROI-drawing utilities--but maybe it is still not so convenient to plot data with it?
