
Subject: Re: Object Graphics fonts

Posted by [Rick Towler](#) on Tue, 08 Jun 2004 16:41:09 GMT

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"Michael Wallace" wrote...

>> I have found that rendering to the screen provides far better results than
>> rendering to IDLgrBuffer (IDLgrBuffers are rendered using the software
>> renderer). And better graphics adapters will do the anti-aliasing for you
>> (check your graphics adapter settings). Render to the screen, read the
>> window, and save as PNG.
>
> Hmmm... interesting. Things do look better using and IDLgrWindow,
> however is it possible to use the hardware rendering without a display
> screen? This plot will be part of an automated process, so there will
> never been a screen available.

That's a stickler... As you found out you do need some sort of display.

> Of course the fallback plan is to start up Xvfb and let IDL create its
> windows there, unless someone knows a better solution.

This would only work if IDL was able to use the hardware renderer with Xvfb and I don't think it can (just a guess). You can also configure VNC as a dummy X server but I haven't done this myself and there still is the question of hardware rendering.

Unless quality and speed are paramount, I would probably render to a very large buffer and resample the image yourself (as David suggested). Probbaly isn't worth mucking with Xvfb or VNC when you don't even know if it will work.

-Rick
