Subject: Re: Object Graphics fonts
Posted by Michael Wallace on Mon, 07 Jun 2004 22:12:59 GMT
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- > 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. I remember that Direct Graphics will bomb out and complain about not having a display if you try to create a graphics window. I assumed that an Object Graphics window would also complain about not having a display.

Let's test this theory.... time passes .... Hmmm, it seems that creating an object graphics window without a display available causes it to just sit there ... no error is coming back, but the program is stuck at the Obj\_New('IDLgrWindow').

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

-Mike