
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
