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Subject: Re: IDL graphics w/ no display

Posted by [David Fanning](#) on Wed, 27 Oct 2004 08:25:16 GMT

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Ken Mankoff writes:

- > I use REBIN. But I can't get it working well anyway (even slowly)
- > with maps. The continent and grid lines never scale down well.
- >
- > Maybe I need to play around with THICK= keywords some more and this
- > solution will work?

I doubt it. Maps are particularly recalcitrant.

- > I have 6.0, and I heard iMap is slow. So that's not an option. Also,
- > without X, can I do object graphics? Not sure... I know I can create
- > projections and all that stuff, but can I then display them in a Z
- > buffer without accessing X/Win?

No, nothing of object graphics is ever going to be displayed in the Z-graphics buffer. Object graphics *is* a Z-graphics buffer. I think any method of display is going to require connection to a computer with software installed. :-)

Maybe you should go for that GnulDL, or whatever it is called. Those guys don't go in for any frills.

- > I am leaning away from OG, even if
- > it is possible because a) 6.1, b) speed, and c) mapping routine
- > support

I've heard from people trying to get the OG mapping routines to work that it, uh, needs some more work. I've only had the barest cursory look myself. There is something about the maps I don't trust, but I can't work with the damn things well enough to test anything, so I can't tell if I am imagining problems that aren't there.

But, anyway, this isn't a solution for you.

Cheers,

David

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