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Subject: Re: IDL graphics w/ no display  
Posted by [JD Smith](#) on Wed, 27 Oct 2004 18:48:28 GMT  
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On Wed, 27 Oct 2004 14:32:13 -0400, Ken Mankoff wrote:

>  
> On Wed, 27 Oct 2004, Ben Tupper wrote:  
>  
>> Ken Mankoff wrote:  
>>  
>> (1) About OG without a display device.  
>>  
>> I think you can use the IDLgrBuffer as the destination drawing device. The  
>> following works without X11 (MacOSX).  
>  
> Yeah that code works. But the only reason I am considering OG is  
> because of anti-aliasing. But it turns out only IDLgrText supports  
> anti-aliasing! I had hoped all lines would be aliased, not just the  
> text...  
>  
>> (2) I think that the iMap might be disguising how easy it can be  
>> to transform map polygons into the OG realm. I recall a thread on  
>> this newsgroup where somebody tessalated the Polygons for Alaska  
>> and then threw them into an object graphics destination. (I think  
>> it was Karl - but I haven't found that thread.) With the advent  
>> of the MAP\_PROJ\_\*\*\*\*\* routines, it sure seems like RSI has freed  
>> mapping from the DG world. So, somewhere in iMap, the CIA map  
>> data (or the Shape file data) that comes with IDL is unpacked and  
>> then formed into OG polygons. That said, I have no experience  
>> with OG mapping although I started down that path once in an idle  
>> moment.  
>  
> It might be this:  
> <http://tinyurl.com/445dg>  
>  
> My new question is this: If I am producing static images written to  
> disk, and making heavy use of the ma\_set, map\_grid, etc code, and  
> \_not\_ doing interactive stuff, does it make sense to use OG or DG?  
>  
> The only advantage to OG is pretty text, not even pretty lines.

Personally I would target the postscript device in direct graphics,  
and then use ImageMagick's "convert" to convert to PNG, ala:

```
convert -antialias -density 150x150 map.eps map.png
```

Maybe more overhead than you want to assume.

JD

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