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Subject: Re: IDL graphics w/ no display  
Posted by [KM](#) on Wed, 27 Oct 2004 18:32:13 GMT  
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On Wed, 27 Oct 2004, Ben Tupper wrote:

- > Ken Mankoff wrote:
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- > (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.

-k.

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