Subject: Re: IDL graphics w/ no display
Posted by btt on Wed, 27 Oct 2004 12:48:47 GMT
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Ken Mankoff wrote:

>
>>> I think I cannot use object graphics because I am working with map
>>> projections, map_continents, etc. and these don't work with object
>>> graphics, right?
>>
>>

Hi,

(1) About OG without a display device.

I think you canuse the IDLgrBuffer as the destination drawing device. The
following works without X11 (MacOSX).

```
x = findgen(361)*!dtor
y = sin(x)
oplot = obj_new('IDLgrPlot', x,y)
omodel = obj_new('idlgrModel')
omodel->Add, oplot
oview = obj_new('idlgrview', viewplane_rect = [0,-1,!pi*2,2])
oview->Add, omodel
obuffer = obj_new('idlgrbuffer')
obuffer->draw, oview
oimage = obuffer->Read()
oimage->GetProperty, data = img
write_png, 'bufferimage.png', img
```

(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.

Cheers,
Ben