Subject: Re: ION script - true colour
Posted by Haje Korth on Tue, 11 Apr 2006 12:07:37 GMT
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Ken,
While my server runs on unix, I do the development under Windows, where the work around is unfortunately no good. However, as the code has grown I actually appreciate some other features of object graphics, such as alpha blending which I use frequently. While alpha blending is only a simple line of code, the keyword solution is pretty slick.

Haje

"Kenneth Bowman" <k-bowman@null.tamu.edu> wrote in message news:k-bowman-A5D402.16484610042006@news.tamu.edu...
> In article <e1e5mj$j5t$1@aplcore.jhuapl.edu>,
> "Haje Korth" <haje.korth@nospam.jhuapl.edu> wrote:
>
>> Greg,
>> from the manual:
>> "Direct Graphics
>> Images created using the IDL Direct Graphics commands are drawn to the
>> IDL
>> Z-Buffer. The Z-Buffer is an 8-bit device that stores intensity values
>> for
>> each pixel. These values are combined with the current color map to
>> produce
>> the final output image. If you change the device in any IDL code that is
>> executed in an <ION_IMAGE> tag, you must make sure to change the device
>> back
>> to the Z-Buffer and TV the final image to it."
>>
>> I use object graphics to avoid this limitation. For the record: I learned
>> object graphics specifically for this one task and it is probably the
>> only
>> time it ever shoes up in my codes! :-)
>>
>> Haje
>
> There is also the X-windows virtual frame buffer (Xvfb).
>
> http://www.rsinc.com/services/techtip.asp?ttid=2382
>
> I just tried this on my Mac (OS X 10.4.6). Xvfb apparently comes with the
> X
> distribution, and it worked just as advertised. Very slick. I'm going to
> start

> converting some background jobs I have to use it.
>
> Ken Bowman