
Subject: Re: ION script - true colour

Posted by [K. Bowman](#) on Mon, 10 Apr 2006 21:48:46 GMT

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In article <e1e5mj\$5t\$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
