
Subject: Re: having IDL handle the graphics in C++ application
Posted by [David Fanning](#) on Sun, 01 Mar 2009 16:57:12 GMT
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jeanluc writes:

- > Assume you have a very computationally intensive C++ GUI application
- > and you want IDL to handle the display of the generated output. This
- > is in the form of line plots as well as contours and 3D surface plots.
- >
- > One solution would be to have the C++ code write datafiles, and then
- > have IDL read the datafiles and do the plot. This could be done via
- > the C++ program executing command line calls.
- >
- > Is there anyway though to make it more direct without having to write
- > the datafiles?
- >
- > Please direct me to the correct sections of the manual to read.

You need to read about Callable IDL in the External Development Guide, available in the on-line documentation in your IDL distribution.

- > Of course we just want to plots to show, not the work bench.

What!? Are you crazy? ;-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
