Subject: having IDL handle the graphics in C++ application
Posted by jeanluc on Sun, 01 Mar 2009 16:30:19 GMT

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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.

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

thanks!!!