Subject: Re: working on multiple z buffers at once?
Posted by Gray on Wed, 16 Feb 2011 12:27:45 GMT

On Feb 15, 10:15 pm, Jeremy Bailin <astroco...@gmail.com> wrote:
> So I'm looping through files, and after processing each file I have a plot. In the end I want to have:
>   1. A copy of the plot for each file.
>   2. A master figure that has the plots for all the files on it, in a nice grid.
> I'd like these as both postscript and .png ideally, but I at least need postscript of the individual plots and a .png of the master figure.
>
> So what I'd really like to do is to be able to output to several different postscript files at once. Barring that, I'd like to be able to output to several different z buffers at once.
>
> My best idea so far is to create a z buffer, write the first plot in the grid to it, tvread() it out to a variable, then plot out the first individual plot to a postscript and/or png file, then re-create the old z buffer by putting the image back in, add the second plot, tvread() it back to a variable, etc....
>
> Which, I'm sure, would work. But seems a little less than elegant. Does anyone have any better suggestions?
>
> -Jeremy.

I think you want to use CG or NG for this - you want buffered objects
which can each store figures and that you can reference by name. CG
will almost certainly be faster. Set up however many cgWindows you
need.