Subject: Re: scripted object graphics question
Posted by Karl[1] on Fri, 25 Feb 2011 17:36:58 GMT
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On Feb 25, 9:30 am, George Millward <george.millw...@noaa.gov> wrote:
> On Feb 25, 9:20 am, Michael Galloy <mgal...@gmail.com> wrote:
>
>
>
>> On 2/25/11 6:32 am, George Millward wrote:
>
>>> I am trying to convert a bunch of old direct graphics programs to
>>> objects.
>>> These programs are all called by a cronjob/script so work in the
>>> background (no interactivity or windows produced).
>
>>> In essence they use this:
>
>>> set_plot,'z'
>>> write_png .....
>
>>> I now realize that I've never seen an example of object graphics
>>> working in a similar way - all object
>>> examples seem to be embedded in widgets and the like - based on human
>>> interactivity.
>
>>> I assume I can do this in object graphics ? Does anyone have a simple
>>> example of how this is done ?
>
>> Create your object graphics hierarchy as you would for screen display
>> and then draw it with an IDLgrBuffer (for raster) or IDLgrClipboard
>> (vector) object for output. If you can draw something to the screen, you
>> only have to modify a line or two to draw it to IDLgrBuffer/IDLgrClipboard.
>
>> Mike
>> --www.michaelgalloy.com
>> Research Mathematician
>> Tech-X Corporation
>
> Mike,
>
> Thanks for the info - I've never played with IDLgrBuffer or
> IDLgrclipboard
> - I'll give it a go.
>
> Cheers
>
> George.

IDL still might try to make a connection to an X server, even if you try to keep it from doing so by choosing your graphics carefully. If that is the case, do a search on Xvfb here in this group. The idea is that you can write a script to start a virtual X server with Xvfb, sleep a bit to let it start, set your DISPLAY to point to the virtual server, start and run IDL, and then kill the virtual server. You'll be able to run this script from a cron job. It seems like a pretty common technique.