Subject: Re: scripted object graphics question Posted by George Millward on Fri, 25 Feb 2011 16:30:01 GMT View Forum Message <> Reply to Message 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 **IDL**grclipboard - I'll give it a go. Cheers

George.