
Subject: Re: scripted object graphics question
Posted by [George Millward](#) on Fri, 25 Feb 2011 16:30:01 GMT
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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.
