
Subject: Re: scripted object graphics question

Posted by [David Fanning](#) on Fri, 25 Feb 2011 16:27:23 GMT

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Michael Galloy writes:

- > 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.

Right, and I would try this in a cron job sooner,
rather than later. It just seems to me there might be
a lot of "hidden" connections to a graphics device
in object graphics. :-(

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
