
Subject: Re: scripted object graphics question

Posted by [Michael Galloy](#) on Fri, 25 Feb 2011 16:20:29 GMT

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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

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