Subject: Re: scripted object graphics question Posted by George Millward on Fri, 25 Feb 2011 14:17:10 GMT

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On Feb 25, 6:43 am, David Fanning <n...@idlcoyote.com> wrote:
> George Millward writes:
>> 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?
> The object graphics system, of course, *is* the Z-graphics
> buffer. So, I presume the equivalent of a "hidden" window
> would be the IDLgrClipboard.
> I've never tried to run an object graphics program
> (well, *any* program, truthfully!) in a cron job,
> so I don't know about that. OpenGL seems inherently
> tied to the graphics device, so I would guess you
> would also need to have software rendering turned on
> for the object graphics system.
>
> Cheers,
> David
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.idlcoyote.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
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The cron part isn't important - that's easy - it's the whole idea of creating graphics without any windows or interactivity. We have a ton of IDL stuff - all direct graphics - that runs

(say) every minute in the background. Satellite data comes in every minute, a script runs all of the

idl progs which generate .png files which are then immediately available in a web browser.

With direct graphics this is very solid and is the basis for almost 100% of our operational graphics output.

My problem is that I've never seen any examples of such use with object graphics. Software rendering should be fine. Surely this is possible - or is object graphics always considered within the context of an actual window generated on the screen?

Cheers

George.