
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.")

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.
