Subject: Re: scripted object graphics question
Posted by David Fanning on Fri, 25 Feb 2011 13:43:28 GMT

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

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")