
Subject: Re: NG in Buffer.... now what???

Posted by [Haje Korth](#) on Fri, 22 Jul 2011 16:51:54 GMT

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Hi Mike,

yes copywindow and save methods I found. I just thought, there's gotta be a way to blast the object back on the screen. But I have been wrong before.... many times... :-)

Cheers,

Haje

On Jul 22, 11:44 am, Michael Galloy <mgal...@gmail.com> wrote:

> On 7/22/11 8:20 AM, Haje Korth wrote:

>

>> Hi,

>> Digging through docs for 15 minutes and cannot find answer to a simple

>> question. I have a new graphics object created in the buffer using

>> plot(...,/buffer). How do I show this buffer on the screen? I only

>> need this for debug purposes so I do not want to create the plot

>> always on screen by leaving out the buffer keyword.

>

>> Thanks,

>> Haje

>

> I think the normal workflow for using the /BUFFER keyword would be to

> use the save or copyWindow methods to get the contents out as a file or

> byte array image, depending on your requirements.

>

> Mike

> --

> Michael Galloy www.michaelgalloy.com

> Modern IDL, A Guide to Learning IDL: <http://modernidl.idldev.com>

> Research Mathematician

> Tech-X Corporation
