
Subject: Re: Incomplete output PNG files.

Posted by [lecacheux.alain](#) on Wed, 14 Dec 2011 16:43:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

On 14 déc, 17:22, Mark Piper <mpi...@ittvis.com> wrote:

> On 12/14/2011 8:33 AM, alx wrote:

>
>
>
>
>
>

>> I recently wanted to process a large number of data files in order to
>> produce the corresponding number of output image files, each in PNG
>> format. I choose to use NG graphics, since the sequence: "p =
>> image(some_data)& p.save('this_image.png')& p.close", appears pretty
>> well suitable for this purpose. No problem in coding the corresponding
>> IDL 8.1 project on my (Windows) workstation, and running it on a few
>> test files. Since the data files were stored on a remote (Windows)
>> server, I decided to run the project directly on the server, through a
>> remote connection from my workstation to the server, by using Terminal
>> Server. Still no problem: the job was running perfectly, and I could
>> remotely see each graphic window being open, then the corresponding
>> PNG file created, etc...
>> Now, to avoid any flashing on my screen, I just MINIMIZED the TS
>> window which was open on my workstation (no logout, no disconnect from
>> the remote server), the remote job continuing to run unattended.
>> Patatras ! From this point the PNG files were created but also harshly
>> truncated (basically reduced to a header and a void image).
>> I guess (but have not tested) that any other image file format would
>> have produced the same unsatisfying result.
>> A "true screen" seems then mandatory for having the "graphic.save"
>> function to work correctly: is it a bug of NG graphics or a feature?
>> Have some unix/linux people got same experience when using any X-
>> server in this way ?
>> alx.

>

> This is a slightly different workflow, but could you please try setting
> the BUFFER keyword in your call to IMAGE? E.g.,

>

> p = image(data, /buffer)
> p.save, 'this_image.png'
> p.close

>

> The graphic will be rendered in an offscreen buffer. I have a hunch that
> this may help, since this feels like a tricky (to me, at least) X server
> issue.

>

> mp- Masquer le texte des messages précédents -

>
> - Afficher le texte des messages précédents -

Setting the BUFFER keyword actually solved the problem. I now understand what this keyword is useful to, a long lasting interrogation for me! Thanks Mark.
alain.
