
Subject: Re: Rendering method software vs hardware

Posted by [natha](#) on Tue, 02 Dec 2014 16:52:28 GMT

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Sometimes it can be very useful to work with the IDLgrBuffer before plotting stuff. The idea is to create all your plots in memory (off-screen) and then convert them to an IDLgrImage. This can help you save some rendering time...

I've got very good results using this method.

Here is the routine I use:

```
function view2image, view
```

```
    view->getproperty, viewplane_rect=viewplane_rect, dimensions=dimensions
```

```
    aux=get_screen_size(resolution=resolution)
```

```
    obuffer=obj_new('idlgrbuffer', dimensions=[viewplane_rect[2],viewplane_rect[3]],  
resolution=resolution)
```

```
    obuffer->erase, color=[255,255,255]
```

```
    obuffer->draw, view
```

```
    oimage=obuffer->read()
```

```
    obj_destroy, obuffer
```

```
    return, oimage
```

```
end
```

```
nata
```
