
Subject: Re: Object Graphics

Posted by [davidf](#) on Wed, 23 Jul 1997 07:00:00 GMT

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Reinhold Kroll writes:

- > Has anybody out there successfully used object graphics
- > from IDL 5.0?

Yes, sort of. :-)

There are several examples of programs written using object graphics on my web page. See for example XPLOT, which is probably similar to the program you wrote.

- > I put a very simple sine wave to the printer object and
- > it creates me a 15 MB file, runs quarter of an hour or
- > so. => completely useless.

You don't say what platform you are using, but I have noticed similar things myself. The size of the output file with XPLOT, for example, varies depending upon what printer I have selected as my default printer. But with my windows NT machine, the file varies from 1-1.5 Mbytes in size. This is quite a bit larger than a regular PLOT command in IDL, but is understandable given the nature of object graphics and how they must be rendered. (For example, in direct graphics only the two end points of a line are required to render the line. In object graphics each pixel will essentially be rendered individually, since each has a 3D "space" associated with it.)

When I printed XPLOT on my Macintosh, however, the file was over 21 MBytes in size (yes, 21, not 2.1!) and it never did come out of my printer in the 3.5 hours I waited for it. This was the first Mac beta release, and I am assured by the folks at RSI that the latest Mac builds do not have this problem.

I am also getting strange reports from people who have downloaded some of my programs. Some people report ugly colors (which I believe is a graphics driver problem of some sort), and other people report that some of my programs work and others either don't display properly (the screen is blank), or they crash their machines. I don't know what to make of any of this. The programs work great on my machine.

I do know that there are quite a few bugs in the object graphics part of IDL (to be expected, really, in such a major new release) and I hear that an updated version with my bug fixes will be available by the middle of August.

Good luck,

David

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