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Subject: Re: Object Graphics

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

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David Fanning wrote:

>  
> 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 to 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  
>  
> -----  
> David Fanning, Ph.D.  
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> Coyote's Guide to IDL Programming: <http://www.dfanning.com>  
> IDL 5 Reports: <http://www.dfanning.com/documents/anomaly5.html>  
so, should we stay out of oo graphics for now? I'm enjoying oop but  
haven't ventured into oog yet mainly because of the file size.  
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