
Subject: Incomplete output PNG files.

Posted by [lecacheux.alain](#) on Wed, 14 Dec 2011 15:33:39 GMT

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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.

Patastras ! 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.
