
Subject: Re: Make the plots invisible

Posted by [David Fanning](#) on Sun, 11 Nov 2012 14:23:41 GMT

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dave poreh writes:

> I want to make some plots and make the plots invisible, that means just i want to save the plots like this:

```
>
> p = plot(x(*,i),color='blue',thick=2)
>
> p.save, 'plot1.jpg'
> but without a window pops up,
```

Set the BUFFER keyword.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: Make the plots invisible

Posted by [d.poreh](#) on Sun, 11 Nov 2012 19:48:20 GMT

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On Sunday, November 11, 2012 6:23:40 AM UTC-8, David Fanning wrote:

> dave poreh writes:

```
>
>
>
>> I want to make some plots and make the plots invisible, that means just i want to save the plots like this:
>
>>
>
>> p = plot(x(*,i),color='blue',thick=2)
>
>>
>
>> p.save, 'plot1.jpg'
```

>
>> but without a window pops up,
>
>
>
> Set the BUFFER keyword.
>
>
>
> Cheers,
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> David
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> --
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> David Fanning, Ph.D.
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>
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>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Cool, i just put BUFFER=1 and it works,
Thank you very much,
Cheers,
Dave

Subject: Re: Make the plots invisible
Posted by [David Fanning](#) on Sun, 11 Nov 2012 20:23:53 GMT
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dave poreh writes:

> Cool, i just put BUFFER=1 and it works,

Totally amazing, considering it's a function graphics routine! ;-)

Cheers,

David

--

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Subject: Re: Make the plots invisible

Posted by [Mark Piper](#) on Mon, 12 Nov 2012 20:47:49 GMT

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On Sunday, November 11, 2012 1:23:52 PM UTC-7, David Fanning wrote:

>

> Totally amazing, considering it's a function graphics routine! ;-)

>

Hi David,

In fact, NG work very well for me, and for most of the people I talk to. We continue to improve them with every IDL release. The biggest issue I've had is that plots with large numbers of points (roughly 1e6) are slow to render, but we've greatly improved this for 8.2.2, due in January.

If you find problems with NG, please let us know. Constructive criticism will help us make them better.

mp

Subject: Re: Make the plots invisible

Posted by [DavidF\[1\]](#) on Mon, 12 Nov 2012 21:16:21 GMT

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Mark Piper writes:

> In fact, NG work very well for me, and for most of the people I talk to. We continue to improve them with every IDL release. The biggest issue I've had is that plots with large numbers of points (roughly 1e6) are slow to render, but we've greatly improved this for 8.2.2, due in January.

I agree they continue to improve with every release, but I am still too gun-shy to adopt them for serious work. Sounds like we talk to different people about function graphics. I run into few people who use them, and those that do almost uniformly complain about how slow they are.

But, I hear fewer complaints about how they appear on the display. Most of the problems now appear to be in creating file output from them. Lines that suddenly grow to 10 times their normal size, and that kind of thing.

I should probably spend some time updating this page on contour plots for IDL 8.2.1. I'd be curious to see how much things have improved in both functionality and speed:

http://www.idlcoyote.com/cg_tips/compcont.php

Cheers,

David

Subject: Re: Make the plots invisible
Posted by [DavidF\[1\]](#) on Mon, 12 Nov 2012 21:22:20 GMT
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I wrote just a second ago:

- > I run into few people who use them,
- > and those that do almost uniformly complain about how slow they are.

This isn't what I meant to write. I run into few people who use them, but I meant to say I run into a number of people who have tried them and *they* uniformly complain about how slow they are. The people who use them don't seem bothered by their speed. But, I would say most of the people I run into who have tried them don't use them because of their speed.

Sorry for the confusion.

Cheers,

David

Subject: Re: Make the plots invisible
Posted by [David Fanning](#) on Tue, 13 Nov 2012 03:52:48 GMT
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Coyote writes:

- > I should probably spend some time updating this page on contour
- > plots for IDL 8.2.1. I'd be curious to see how much things have improved

> in both functionality and speed:
>
> http://www.idlcoyote.com/cg_tips/compcont.php

Ok, I give up! I spent a couple of hours trying to get this plot to work in IDL 8.2.1, and there is no way I can get the damn colorbar to work! I have NO idea what I am doing wrong. I am using code straight out of the documentation and I don't EVER see a taper on my color bar.

Can anyone help? Just replicate the contour plot shown in that article in IDL 8.2.1.

Cheers,

David

--

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Subject: Re: Make the plots invisible
Posted by [David Fanning](#) on Tue, 13 Nov 2012 05:34:57 GMT
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David Fanning writes:

>> I should probably spend some time updating this page on contour
>> plots for IDL 8.2.1. I'd be curious to see how much things have improved
>> in both functionality and speed:
>>
>> http://www.idlcoyote.com/cg_tips/compcont.php
>
> Ok, I give up! I spent a couple of hours trying to
> get this plot to work in IDL 8.2.1, and there is
> no way I can get the damn colorbar to work! I have
> NO idea what I am doing wrong. I am using code
> straight out of the documentation and I don't
> EVER see a taper on my color bar.
>
> Can anyone help? Just replicate the contour
> plot shown in that article in IDL 8.2.1.

Another hour, and still no joy. Here is what I have so far, if anyone wants to have a crack at this.

Code: http://www.idlcoyote.com/misc/compare_contour_plots.pro

Pic: http://www.idlcoyote.com/misc/idl_8.2.1_contour.png

Issues to resolve:

1. Contour plot doesn't honor POSITION keyword.
2. Contour plot doesn't use correct colors.
3. Only half of box axes in place.
4. Color bar has correct colors, but no taper.
5. Color bar not labeled correctly.

Cheers,

David

--

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Subject: Re: Make the plots invisible

Posted by [Paul Van Delst\[1\]](#) on Tue, 13 Nov 2012 15:41:38 GMT

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Hello,

I'd like to toss my \$1.40 in

From my perspective, the concept of the IDL new graphics functions are exactly what I was looking for. I can add (or remove) things to them as I want, and the usual qualitative investigative things one wants to do with a data plot (zoom, translate, rotate) tools are finally built in (without having to resort to an iTool). [Ed: Hey, I can jump on the OO bandwagon just as fast as the next guy...]

And they're relatively easy to use -- although the keyword usage could be applied more consistently across function (e.g. `vertical_alignment` and `horizontal_alignment` is used for some, whereas for others the latter is referred to as just "alignment"). I think the IDL folks have discovered the right path for a better user interface to their object graphics engine.

Finally, the output just looks much nicer than anything I ever produced with DG.

Anyone who reads this newsgroup knows there are, uh, issues with certain aspects of creating graphics in NG (e.g. altogether now: COLORBAR! :o) but I'm encouraged by the IDL folk's attention to these issues over the last year or two (e.g. MarkP and ChrisT regularly reply to this newsgroup, updates are more frequent addressing user concerns, etc).

But the big hairy 800 pound primate in the room is the real time execution speed of NG -- which must be addressed to make NG be taken seriously (and by that I mean for day-to-day data visualisation, not the "produce the final graphic for publication" usage). Until the speed of the NG plots rivals that of DG, I reckon a lot of folks aren't going to use them. And people new to IDL will likely ditch it for something faster. And FWIW, not all of us have the latest greatest hardware out there - my nearly 3-year old desktop linux box was a low-to-medium-end machine (i.e. relatively slow) when I got it.

It's tangential, but:

<http://edition.cnn.com/2012/11/12/tech/web/video-loading-study>

I really hope the NG speed up in v8.2.2 is at least $O(1)$ to bring it somewhat closer to DG speeds.

Here endeth my monologue.

cheers,

paulv

On 11/12/12 15:47, Mark Piper wrote:

> On Sunday, November 11, 2012 1:23:52 PM UTC-7, David Fanning wrote:

>>

>> Totally amazing, considering it's a function graphics routine! ;-)

>>

>

> Hi David,

>

> In fact, NG work very well for me, and for most of the people I talk
> to. We continue to improve them with every IDL release. The biggest
> issue I've had is that plots with large numbers of points (roughly
> $1e6$) are slow to render, but we've greatly improved this for 8.2.2,
> due in January.

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- > If you find problems with NG, please let us know. Constructive
 - > criticism will help us make them better.
 - >
 - > mp
-

Subject: Re: Make the plots invisible

Posted by [David Fanning](#) on Tue, 13 Nov 2012 16:08:02 GMT

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Paul van Delst writes:

- > Anyone who reads this newsgroup knows there are, uh, issues with certain
- > aspects of creating graphics in NG (e.g. altogether now: COLORBAR! :o)

If the color bar doesn't work, the graphics system doesn't work, as far as I'm concerned. I mean, come on, we are trying to do science here!

I'm still not sure it is possible, two and a half years after this system first came out, to compare two images side-by-side.

I literally spent three hours yesterday, trying to create a simple contour plot (which no one has yet helped me with, probably because it is impossible to create). So, clearly, these things are not "intuitive". And, to call the documentation "abysmal" is to be WAY too generous.

I really don't know what to make of people telling me these things "work well". What, exactly, are they doing with the damn things!? It makes me feel like an idiot when I can't get one simple thing to work without literally spending hours and hours trying to figure it out. You'd think it was the remote control to the TV the way I struggle with it! :-(

Cheers,

David

--

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Subject: Re: Make the plots invisible
Posted by [DavidF\[1\]](#) on Tue, 13 Nov 2012 16:41:57 GMT
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I wrote a few minutes ago:

> And, to call the documentation "abysmal" is to be WAY too generous.

Things could be worse. When I got to work this morning, my boss, who is trying to learn the entirely new and revamped ENVI GUI interface, points out that the "User Guide" (i.e., tutorial as to how to use the new interface) is a whopping two and a half pages long!

Cheers,

David

Subject: Re: Make the plots invisible
Posted by [David Fanning](#) on Wed, 14 Nov 2012 17:19:28 GMT
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David Fanning writes:

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>> plots for IDL 8.2.1. I'd be curious to see how much things have improved
>> in both functionality and speed:

>>
>> http://www.idlcoyote.com/cg_tips/compcont.php

>
> Ok, I give up! I spent a couple of hours trying to
> get this plot to work in IDL 8.2.1, and there is
> no way I can get the damn colorbar to work! I have
> NO idea what I am doing wrong. I am using code
> straight out of the documentation and I don't
> EVER see a taper on my color bar.

>
> Can anyone help? Just replicate the contour
> plot shown in that article in IDL 8.2.1.

Seriously? No help whatsoever!?

OK, then I think three conclusions are possible.

1. Despite claims to the contrary, no one outside of Exelis uses function graphics.
2. If people do use function graphics, they can't figure out how to do this simple contour plot example with them.
3. The example is so trivial that no one wants to embarrass me further by pointing out my obvious inability to understand the very simplest things.

If conclusion 3 is the true conclusion, then I urge you to come forward anyway. I'm going to blame everything on Coyote, of course, so no permanent damage can be done. ;-)

Here is what I have so far:

Code: http://www.idlcoyote.com/misc/compare_contour_plots.pro

Pic: http://www.idlcoyote.com/misc/idl_8.2.1_contour.png

Issues to resolve:

1. Contour plot doesn't honor POSITION keyword.
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Cheers,

David

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