
Subject: Object graphics bug?

Posted by [Patrick Jones](#) on Fri, 27 Jun 1997 07:00:00 GMT

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I am using IDL 5.0 on Win95.

I have been unable to get an image object to display in a window object.

Case 1: I have a 512x512 byte array called theImage, which holds image data from a single-band file. The array displays properly using direct graphics (tv, theImage). But when I try to display the image using object graphics (following the example on p. 102 of the Objects manual), my window remains completely black.

Case 2: Thinking that I have screwed up the object definitions, I follow the 'rose.jpg' example on p. 102 to the letter. Still the image does not display using object graphics (although tv, theImage[0,*,*] correctly displays the red 'band' of the image).

case 3: Thinking that the image object is at fault, I follow, to the letter, the example "A Very Simple Plot", on p. 40 of the Objects manual.

This also fails to display.

Is anyone else having this problem? I really don't think that I'm making any mistakes.

Example of problem code:

; myImage is a 512x512 byte array that displays correctly with tv

```
myWindow = obj_new('IDLgrWindow', dimensions=[512,512])
myView   = obj_new('IDLgrView', view=[0,0,512,512])
myModel  = obj_new('IDLgrModel')
myImage  = obj_new('IDLgrImage', imageData)
```

```
myView->add, myModel
myModel->add, myImage
myWindow->draw, myView ; this fails; no image is displayed
```

tv, myImage ; this displays properly

Thanks in advance for help.

Pat Jones

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Subject: Re: Object Graphics
Posted by [davidf](#) on Wed, 23 Jul 1997 07:00:00 GMT
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Mirko Vukovic writes in response to a long-winded
response of mine:

> 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.

No, I don't think we should stay out of object graphics. It is
like any new thing. There is a learning curve, both for the people
creating the software and the people using it. I think there is
no getting around the fact that object graphics files will be
larger than direct graphics files. But that has to be weighed
against new capability. And there is significant new capability,
especially with respect to any kind of 3D visualization.

What I would like to see RSI do is come up with graphics
windows that allow both object graphics and direct graphics
calls. Then instead of either/or you can have the best of
both worlds, when each is appropriate.

Cheers,

David

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IDL 5 Reports: <http://www.dfanning.com/documents/anomaly5.html>

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