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Subject: Writing on X without X device (!)

Posted by on Tue, 09 Mar 1999 08:00:00 GMT

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Hello IDL users,

I'm writing a procedure to process satellite images on a map projection.  
I extract the image information from a jpeg file, and then I make some  
transformations and write the result on GIF.

But I would like to run all in batch mode because this take time and  
must be run every night.

The problem is: how to run IDI in batch mode and use all tv, tvlct,  
map\_image, and others ??

Thanks in advance for any help.

Andre

--

Andre' L. Belem

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Subject: Re: Writing on X without X device (!)

Posted by [R.Bauer](#) on Wed, 10 Mar 1999 08:00:00 GMT

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"Andri' L. Belem" wrote:

> Hello IDL users,

>

> I'm writing a procedure to process satellite images on a map projection.

> I extract the image information from a jpeg file, and then I make some

> transformations and write the result on GIF.

>

> But I would like to run all in batch mode because this take time and

> must be run every night.

> The problem is: how to run IDI in batch mode and use all tv, tvlct,

> map\_image, and others ??

>

> Thanks in advance for any help.

> Andre

>

Look at the Device Z Buffer.

R.Bauer

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Subject: Re: Writing on X without X device (!)  
Posted by [David Foster](#) on Fri, 12 Mar 1999 08:00:00 GMT  
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> Andriĳ ½ L. Belĳ ½m (abelem@awi-bremerhaven.de) writes:  
>  
>> I'm writing a procedure to process satellite images on a map projection.  
>> I extract the image information from a jpeg file, and then I make some  
>> transformations and write the result on GIF.  
>>  
>> But I would like to run all in batch mode because this take time and  
>> must be run every night.  
>> The problem is: how to run IDI in batch mode and use all tv, tvlct,  
>> map\_image, and others ??

Andre -

There is another alternative besides the Z-buffer, if you are on a UNIX system, which would not require you to modify existing code. You can use xvfb which is a "virtual frame-buffer", part of X11R6. If you are using a different version of X, you can download this from:

[ftp://ferret.wrc.noaa.gov/pub/special\\_requests/xvfb/solaris/X11R6/bin.tar.gz](ftp://ferret.wrc.noaa.gov/pub/special_requests/xvfb/solaris/X11R6/bin.tar.gz)

You don't have to enable this version of X, you can just use the xvfb binary if you like. But it does need other files within the distribution.

Info available at:

<http://tmap.pmel.noaa.gov/home/ferret/FAQ/#xvfb>  
<http://hegel.ittc.ukans.edu/topics/linux/man-pages/man1/Xvfb.1.html#toc7>

This is quite easy to set up. I use it to allow me to run DBMSCOPY in batch mode overnight, as a cron job.

Here's an excerpt from a document I wrote on it's use:

=====

Since this program is an X client, it requires the presence of an X

server,  
making it problematic to automate this process using CRON.

The X version X11R6 was downloaded via anonymous ftp from:

`ftp://ferret.wrc.noaa.gov/pub/special_requests/xvfb/solaris/ X11R6/bin.tar.gz`

Then it's just a matter of starting the virtual frame buffer program  
on <HOST> to create the virtual display #1:

```
/usr/X11R6/bin/Xvfb :1 -screen 0 1152x900x8 &
```

Then within the script that performs <desired batch operations>  
the following line sends graphics output to DISPLAY 1, the virtual frame  
buffer we just started:

```
set DISPLAY=:1.0 ; export DISPLAY
```

```
=====
```

Hope this helps.

Dave

--

```
~~~~~  
David S. Foster      Univ. of California, San Diego  
Programmer/Analyst  Brain Image Analysis Laboratory  
foster@bial1.ucsd.edu  Department of Psychiatry  
(619) 622-5892      8950 Via La Jolla Drive, Suite 2240  
                    La Jolla, CA 92037  
~~~~~
```

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Subject: Re: Writing on X without X device (!)  
Posted by [bowman](#) on Sat, 13 Mar 1999 08:00:00 GMT  
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In article <36E6D94F.E9A5C81D@fz-juelich.de>, "R.Bauer"  
<R.Bauer@fz-juelich.de> wrote:

> Look at the Device Z Buffer.

This is not directly related to the question originally asked, but one  
problem I have with the Z-buffer is that only the Hershey fonts are  
available. Therefore, when I need a 2-D frame buffer, I usually use X  
instead of Z. At least that way I can use the X fonts and get a more  
attractive graphic.

Ken Bowman

--

Kenneth P. Bowman, Professor	409-862-4060
Department of Meteorology	409-862-4466 fax
Texas A&M University	bowmanATcsrp.tamu.edu
College Station, TX 77843-3150	Change the AT to @

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Subject: Re: Writing on X without X device (!)  
Posted by [David Foster](#) on Wed, 17 Mar 1999 08:00:00 GMT  
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Kenneth P. Bowman wrote:

>  
> In article <36E6D94F.E9A5C81D@fz-juelich.de>, "R.Bauer"  
> <R.Bauer@fz-juelich.de> wrote:  
>  
>> Look at the Device Z Buffer.  
>  
> This is not directly related to the question originally asked, but one  
> problem I have with the Z-buffer is that only the Hershey fonts are  
> available. Therefore, when I need a 2-D frame buffer, I usually use X  
> instead of Z. At least that way I can use the X fonts and get a more  
> attractive graphic.  
>  
> Ken Bowman

This is one reason I recommended using the xvfb virtual frame buffer program that is part of X11R6; you can specify a virtual display and then run your programs unmodified, while no one is logged in on the console.

Dave

--

~~~~~  
David S. Foster      Univ. of California, San Diego  
Programmer/Analyst   Brain Image Analysis Laboratory  
foster@bial1.ucsd.edu   Department of Psychiatry  
(619) 622-5892      8950 Via La Jolla Drive, Suite 2240  
                         La Jolla, CA 92037  
~~~~~

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Subject: Re: Writing on X without X device (!)  
Posted by [davidf](#) on Mon, 22 Mar 1999 08:00:00 GMT

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Kenneth P. Bowman (bowman@null.tamu) writes several days ago (I'm home catching up):

> This is not directly related to the question originally asked, but one  
> problem I have with the Z-buffer is that only the Hershey fonts are  
> available. Therefore, when I need a 2-D frame buffer, I usually use X  
> instead of Z. At least that way I can use the X fonts and get a more  
> attractive graphic.

I often create attractive output graphics with True-Type fonts, and these are certainly available from within the Z-buffer. Simply set the Font keyword to 1:

```
!P.Font = 1  
Plot, data, Font=1
```

Cheers,

David

--

David Fanning, Ph.D.  
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Phone: 970-221-0438 E-Mail: [davidf@dfanning.com](mailto:davidf@dfanning.com)  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Toll-Free IDL Book Orders: 1-888-461-0155

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