odg2jpg

odg2jpg <options> <dir>

Converts *.odg files in *dir* to jpg. Limited to converting the **first page** of *.odg files.

Options:

- process *<0, 1 or 2>* (Default: 2)

  • 0 – Does not create a new LO env and runs in a single thread. Can not be run while a LO application i open. Never skips conversions.

  • 1 – Creates a single new LO env in */tmp* and can be run while another LO app is open. Runs on a single thread. LO env is deleted upon script exit.

  • 2 – Assign every *.odg conversion to its own thread and LO env. LO envs are deleted upon script exit.

- delay *<sec>* (Default: 5)

  • Minimum number of seconds between conversions. The script skips files newer than the given delay.
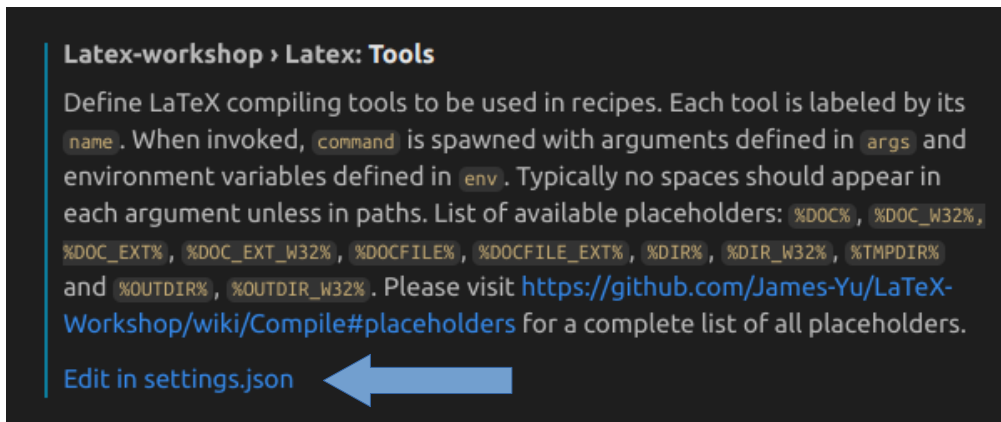
Latex workshop

It is important to change the following settings for latex workshop.

1. Default: 500. As the script changes files the project depends on, if this value is lower than the full build time, the project might get stuck in a build loop. Recommended to be at least 5000 or greater, depending on how long building takes.

2. If the project still gets stuck in a loop change the auto build option to *onSave.* The auto build now only triggers on saving a .tex file.
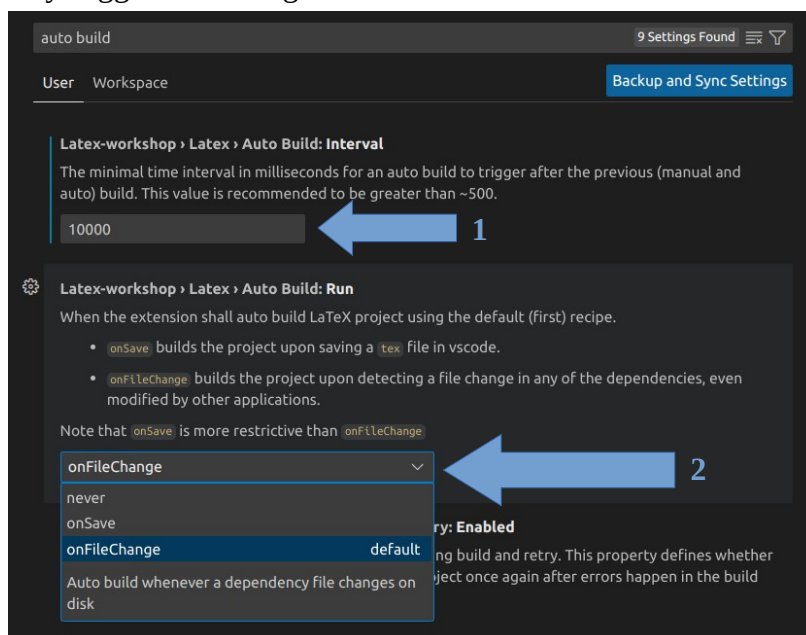
Install

Ensure the *odg2jpg.sh* file is accessible (in path) and executable.

insert under tools

```
{
"name": "odg2jpg",
"command": "odg2jpg.sh",
"args": ["-process", "2","%DIR%/"]
},
```


Update build recipe further down