
Subject: Re: Getting nice printed output

Posted by [Liam Gumley](#) on Fri, 14 Nov 1997 08:00:00 GMT

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Joseph Scott Stuart wrote:

> I have an IDL 5 program that uses polyline objects to draw orbits of
> bodies in the solar system. Typically, I have a dozen or so objects,
> and each one has 120 vertices. This produces great output on the
> screen, but I'm having quite a bit of trouble getting decent printed
> copy. I can use IDLgrWindow::Read() and write_jpeg to get mediocre
> output, but I'd like to do better. When I use an IDLgrPrinter object
> and produce postscript output, the resulting ps file is about 15 megs.
> The printers and programs like powerpoint die trying to do anything
> with it. Any ideas?

I don't know a darn thing about object graphics, but in direct graphics
you could try creating a large pixmap window (say 2000x2000 pixels),
drawing your graphic elements in the pixmap, and saving it as a GIF/JPEG.

Or else you could wait for IDL 5.0.3 (any day now) which might fix the
large Postscript file problem.

Cheers,
Liam.
