Subject: Re: Getting nice printed output Posted by Liam Gumley on Fri, 14 Nov 1997 08:00:00 GMT View Forum Message <> Reply to Message

## 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 guite 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 IDLarPrinter object
- > and produce postscript output, the resulting ps file is about 15 megs.
- > The printers and programs like powerpoint die trying to do anyting
- > 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.