
Subject: Re: Postscript-problem... :((
Posted by [davidf](#) on Mon, 24 Nov 1997 08:00:00 GMT
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Astrid Kuhr (rew032@isr141.isr.kfa-juelich.de) writes:

- > What I heard, not still now tried by myself, if you use
- > the object orientated things, it is easier.

Not exactly true. If you use object-oriented graphics routines you can use the PRINTER device directly. But you can also take advantage of the PRINTER device with the normal, direct graphics routines.

- > but next problem: no vector postscript is generated.
- > instead of this pixel....!!

No, the PRINTER device will draw vectors. It is just that object graphics are in a true 3D environment, so that even something simple like a line in a plane has a 3D component that must be passed around with it. This, necessarily, slows things down a bit and makes the file larger.

- > and than you get some 20mb or more postscript files....
- > good luck for you spooling filesystem and yor printer....

I don't think direct graphics commands sent to the PRINTER device will generate anything like this. I don't usually find myself complaining about the speed of PRINTER output, only about the implementation. I wish the PRINTER device was more like the PS device for PostScript output. In particular, I have found it impossible to display any graphics output that has an image on it in addition to other graphics commands. This is due to a lack of control with respect to how graphics are positioned and sized in the PRINTER device.

Cheers,

David

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