Subject: Re: PRINTER object
Posted by davidf on Wed, 10 Dec 1997 08:00:00 GMT

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Joseph Scott Stuart (nospam@ll.mit.edu) wonders about
an earlier comment of mine when he writes:

>> I'm trying to stick to the good ol' PostScript device
>> whenever I can, although this is not possible, of
>> course, with object graphics.
>
> Could you elaborate on that? Why isn't it possible?

Object graphics in IDL is a separate graphics system,
completely divorced from what we often think of as
"normal" graphics in IDL, and what RSI calls "direct
graphics." Object graphics use their own color model,
their own windows (IDLgrWindow object), and their own
printer support (through the IDLgrPrinter object).

Just as you can't display object graphics in "normal"
IDL graphics windows, you can't send output to the
"normal" hardcopy output devices (e.g., PCL, PS, CGM,
etc.).

While it is possible to combine IDL direct and object
graphics in the same application (RSI even recommends you
do this in some cases), I have had difficulty doing it
in practice, at least on 8-bit displays. I think
the object graphics are terrific if you have a 24-bit
display and an OpenGL accelerator and, probably, a color
printer. But they are a little more trouble with the
usually hardware rift-raff I find around my place. :-)

Cheers,

David

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