Subject: Re: PRINTER object

Posted by davidf on Tue, 09 Dec 1997 08:00:00 GMT

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Matthew Hanson (matt@ktaadn.com) writes:

- > Has anyone had problems with size when using the printer object?
- > When I print using the IDLgrPrinter object i have several problems.

Uh, yes. Lots and lots, to be exact. :-)

- > 1) The print dialog widgets don't work very well. If compression is
- > turned on then nothing prints and you are not told why.

Don't know about this. I have "compressed bitmaps" set to high and it seems to work, after a fashion.

- > After choosing
- > Print you then have to go to the Setup Printer Dialog. After you set
- > this up then it prints!?

I think this may be operator error. If you want to configure the printer, you call Dialog\_PrinterSetup(). If you want to submit the job, you call Dialog\_PrintJob(). There is no need to call them both. In fact, I don't think you \*really\* have to call either one. I call one or the other in my object graphics programs, depending on which button is selected.

- > 2) When it finally prints, the image (IDLgrScene) is a few inches wide
- > by about an inch in the lower left hand corner of the page, regardless
- > of the paper size setting.

Humm, I've seen this with images and the PRINTER device, but most of my scenes render into the full page. I'm using a PostScript printer. I haven't heard of anyone being successful using PCL printers. I haven't been able to get any output with an image in it to render correctly, but my experience is fairly limited. I'm probably doing something wrong.

> Anyone else encounter these problems?

I'm trying to stick to the good ol' PostScript device whenever I can, although this is not possible, of course, with object graphics.

I'm hoping the IDL 5.0.3 release will have fixed some of these problems, but I haven't been able to set aside the 3 or 4 days necessary to download the 150 MBytes (or

whatever it is) of the new version. I'm planning to get a T1 line with the huge profits from my new IDL book so I can stay up to date with the latest software. :-)

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David

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