
Subject: Re: clipboard objects and postscript (unix)
Posted by [seanosea](#) on Tue, 03 Nov 1998 08:00:00 GMT
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In article <MPG.10a7c85bb7a5e42e9896f9@news.frii.com>,
davidf@dfanning.com (David Fanning) wrote:

> No, I'm afraid not. This has been a topic of discussion here in
> the past. PostScript output is often considered the weak link
> in the object graphics hierarchy. RSI has been considering
> what trade-offs users would have to make to get "vectorized"
> output. If you feel strongly, you should make sure they hear
> from you about it.

Ah, I see how that could be a difficulty--light sources and hidden objects and all. However, since much of object graphics is still just nuts and bolts 2d plots, where there wouldn't be any trade-offs that I can see, vectorized graphics seem actually a more natural complement to objects than rastering... I emailed RSI.

> I am not familiar with XClipboard, but I have no
> difficulty increasing both the resolution and
> dimensions of the clipboard when I create the clipboard.
> I am working in IDL 5.2 (beta 2).
>
> How exactly are you trying to increase the resolution and the
> dimensions?

I'm afraid the problem seems to be an unhappy xclipboard. RSI recommended using the buffer object, instead, to avoid an intervening clipboard utility entirely:

> The best alternative for creating a PostScript file from Object Graphics
> output is to render the graphics to an IDLgrBuffer object, which will,
> of course contain raster data. Then, using the IMAGE_DATA keyword to the
> GetProperty method of the IDLgrBuffer object, you can retrieve the
> graphics data into an image array. Finally, you can switch to the
> PostScript device (SET_PLOT, 'PS') and use the TV procedure to render
> the extracted image array to a PostScript file.

The IMAGE_DATA keyword doesn't seem to be documented, at least in the 5.1 docs.

Thanks a lot!!!
Sean O'Sea

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