
Subject: clipboard objects and postscript (unix)
Posted by [seanosea](#) on Mon, 02 Nov 1998 08:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Howdy, folks. I'm having difficulties with the Clipboard object in IDL on unix. This is pretty much my first time posting anywhere; I was so impressed by the helpfulness here that I decided to try it out.

First, IDL saves to the PostScript "native format" file with a bitmap rather than a "true" PostScript objecty-sort of "do this, do that" structure. That is, in a normal PS file, you'll see at some point all the words of text actually spelt out as "{X} goright {Axis}" or whatever, whereas IDL's PS just has 1's and 0's.

Is there a way to output a graphics tree in normal non-bitmap PS form? This, of course, allows for much greater resolution scalability.

Second, supposing there isn't, the simplest X Window clipboard utility, xclipboard, can't seem to latch on to my attempts to increase the resolution and dimensions of the clipboard object. Drawing to the clipboard at the default res of 72dpi and default dim of 640x480 works fine: xclipboard "converts" it nicely to a PS image with bounding box 640x480, but it's too low of res for my purposes.

When I increase the res from 72dpi, leaving the dim at the default 640x480, IDL adjusts the dim to keep $\text{res} \times \text{dim}$ constant. So if I double the res, IDL halves the dim, leaving the effective resolution (amount of information) constant. Finally, if I increase both the res and the dim, IDL hangs, and xclipboard complains "failure to convert clipboard data". When I kill xclipboard, IDL wakes up.

Is there a way to increase the res, making the file much bigger but the image more detailed?

I'm working on a SunOS system.

I really appreciate any thoughts.

Thanks,
Sean O'Sea

-----== Posted via Deja News, The Discussion Network ==-----
<http://www.dejanews.com/> Search, Read, Discuss, or Start Your Own
