
Subject: Re: object -> direct (colors)

Posted by [Struan Gray](#) on Wed, 04 Nov 1998 08:00:00 GMT

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seanosea@my-dejanews.com writes:

- > So, I've decided to go with the IDLgrBuffer idea--rendering
- > to the buffer, then getting the rastered image with IMAGE_DATA
- > keyword and tv'ing the image to PostScript by set_plot, 'ps'.

There has to be a better way....

Take a look at the IDLgrVRML object. This lets you save a scene as a VRML file which can be used by other 3D drawing programs (and, I think, web browsers) to display the 3D graphics and, more importantly, print them without rasterisation.

Not perfect, but good enough for a large proportion of government work.

Struan
