Subject: Object Graphics and PostScript
Posted by Richard G. French on Thu, 07 Jan 1999 08:00:00 GMT

A few months ago (I think), there were several posts discussing the limitations of Object Graphics when producing PostScript files. As I recall, the problems were that the .ps files were huge, and were rendered as bitmaps rather than as lines, with the result that the final plots were not really of publication quality.
 I also seem to recall that there was a posting by someone from RSI asking users what compromises they were willing to accept in order to get the kind of capability we are after - a small .ps file of equivalent quality to what would be produced in direct graphics when making line plots (and images, too, of course). I wrote to RSI and added my voice to those others who had requested this feature.
With the release of 5.2, I wonder whether the situation has changed. If not, I'd like to encourage other users to let RSI know that this is something worth developing. It would be certainly provide a strong incentive to take the trouble to learn object graphics.
Otherwise, we'll still end up having to use direct-graphics style programming to get publication quality plots.
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