
Subject: Converting HPGL to IDL PS file

Posted by [bleau](#) on Mon, 22 Nov 1993 18:44:14 GMT

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Hi. I have a user that like to generate huge (well, almost 3000 512-byte blocks) files containig nothing buy HP graphics language commands (rather simple, too: pen up, move pen, pen down, move pen, and repeat). We're having printer problems, like overflowing memory, and I think it's due to the large number of HP/GL commands. I just had a thought: Can an IDL routine be written to take as its input this file (or some simple transformation of it) and generate a PostScript file of the graph to be plotted? I'm not very familiar with IDL; I only know that it's quite powerful and can often do things one wouldn't expect to be done in such a compact manner.

So, is what I described doable? And can it be done by an IDL newbie? Thanks for the info.

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