
Subject: Re: Printing a widget_draw window
Posted by [davidf](#) on Tue, 09 Nov 1999 08:00:00 GMT
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Sean Heukels (janek@dds.nl) writes:

> I 've walked through the Print_It procedure, but it doesn't seem to
> work with drawn widgets. Print_It(By D. Fanning)
>
> The error I encounter, is that in the source the WSET command is set, after
> the current window is read with !D.Window. BUT....
> when in use with widget._draw, it doesn;t contain a scalar but an array
> with, as of yet, 4 scalars.

!?

I've looked at Print_It this morning. Other than being an absolutely ancient program (first written when the PRINTER device had no useful keywords and we were all using 8-bit displays), there is nothing in it that would prevent it from printing a draw widget window. I don't know what to make of your explanation here, but I suspect you haven't passed it the window index number of your draw widget. Perhaps you passed it the draw widget ID. That is a common mistake.

> Anyone used such a print function before for use in a widget ??

I can't really think of a need for one. When the PRINT button is selected, just do a Set_Plot to the PRINTER device and reissue whatever commands filled up your draw widget in the first place. It really is not any harder than that. And, of course, the advantage is that this output will be in printer resolution and not screen resolution. :-)

Cheers,

David

P.S. This program needs a major overhaul, but since I don't have time for that, I just made it a bit more sensitive to 24-bit displays. :-)

http://www.dfanning.com/tip_examples/print_it.pro

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