Subject: Re: Object graphics and real postscript Posted by Randall Frank on Sat, 01 Apr 2000 08:00:00 GMT

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Ok,

Prior to IDL 5.3, all methods for generating Postscript with Object Graphics actually generate a Postscript file containing a bitmap of the scene being drawn. That bitmap can be at very high resolution and will match the screen representation bit for bit (all OG features are supported).

In IDL 5.3, support for true vector output was added to Obejct Graphics. There are two forms:

IDLgrPrinter::Draw,/VECTOR

If /VECTOR is specified, the output sent to the printer will be vectors, in the natural format for the host platform (e.g. could be PostScript, could be PICT...).

IDLgrClipboard::Draw,FILENAME=f,/POSTSCRIPT,/VECTOR

The new keywords allow one to write an image representation directly to a file or the system clipboard as a bitmap or in vector form. By default, the file would be the host platform native vector form (e.g. PostScript, EMF, or PICT). If the POSTSCRIPT keyword is set, a PostScript file will be generated (on all platforms). I believe the Postscript generated by this object is EPS.

See the section: "New Vector Output of Object Graphics" In the 5.3 "What's new..."

Note: I am not sure all object graphics features are supported in vector graphics output (e.g. translucent textured polygons), but I may be mistaken.

## Mark Hadfield wrote:

>

- "David Fanning" <davidf@dfanning.com> wrote in message
- > news:MPG.1349819a77d14acc989aac@news.frii.com...

>>

- >> And, unless I am mistaken, the clipboard object also does
- >> not support encapsulated PostScript, but rather just PostScript
- >> if the PostScript keyword is set on the Draw method.

>

> I think you ARE mistaken, David. The output from the IDLgrClipboard object

- > certainly looks likes EPS to me.
- >
- > ---
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