
Subject: Re: Object graphics and real postscript
Posted by [Theo Brauers](#) on Thu, 13 Apr 2000 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for the hint using /VECTOR. I even tried it with the live_tools:

```
IDL> live_print, /vector, /dialog
and it gave me a nice vector ps file. However,
IDL> live_print, /vector, FILENAME='idl.ps', /POSTSCRIPT, /VECTOR
failed since FILENAME and POSTSCRIPT keywords were unknown.
```

Any idea to directly print an insight/live_plot image to ps-file or eps-file?

Thanks
Theo

Randall Frank wrote:

```
>
> 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 Object 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 like EPS to me.
>>
>> ---
>> Mark Hadfield
>> m.hadfield@niwa.cri.nz <http://katipo.niwa.cri.nz/~hadfield/>
>> National Institute for Water and Atmospheric Research
>> PO Box 14-901, Wellington, New Zealand
>
> --
> rjf.
> Randy Frank | ASCI Visualization
> Lawrence Livermore National Laboratory | rjfrank@llnl.gov
> B451 Room 2039 L-561 | Voice: (925) 423-9399
> Livermore, CA 94550 | Fax: (925) 423-8704

--
Theo Brauers
Institut fuer Atmosphaerische Chemie (ICG-3)
Forschungszentrum Juelich
52425 JUELICH, Germany
Tel. +49-2461-61-6646 Fax. +49-2461-61-5346
<http://www.kfa-juelich.de/icg/icg3/MITARBEITER/th.brauers.htm>
