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Subject: IDLgrClipboard and IDLgrPrinter: wrong vector output order ?

Posted by [Nicolas Decoster](#) on Tue, 23 May 2000 07:00:00 GMT

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Hi.

First of all:

```
IDL> print, !version
```

```
{ sparcsunos unix 5.3 Nov 11 1999 }
```

I am trying to build home tools to draw some kind of personal graphics. Once I have my pretty drawing on a IDLgrView displaying on a IDLgrWindow, I want to print it or include it in document. I decided to use IDLgrClipboard with the vector keywords of the Draw method for various reasons.

The problem is that the IDLgrWindow::Draw method and the IDLgrClipboard one don't seem to use the same atomic object order to render the view.

Here is a little code to illustrate my words:

--- begin of the little code ---

```
myView = obj_new('IDLgrView', dimensions = [5, 5], viewplane_rect = [0, 0, 5, 5], units = 2)
myModel = obj_new('IDLgrModel')
myView->Add, myModel
```

```
poly1 = obj_new('IDLgrPolygon', [[1, 1], [1, 3], [3, 3], [3, 1]], color = [255, 0, 0])
myModel->Add, poly1
```

```
poly2 = obj_new('IDLgrPolygon', [[2, 2], [2, 4], [4, 4], [4, 2]], color = [0, 255, 0])
myModel->Add, poly2
```

```
myWindow = obj_new('IDLgrWindow', dimensions = [5, 5], units = 2)
myWindow->Draw, myView
```

```
myClipboard = obj_new('IDLgrClipboard', dimensions = [5, 5], units = 2)
myClipboard->Draw, myView, filename = 'gah.eps', vector = 1, postscript = 1
```

--- end of the little code ---

You see what I mean?

Well, the question is: bug or... "strange feature"?

hum ?

Later.

Nicolas.

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Tél. : 00 (33) 5 62 88 11 16

Fax : 00 (33) 5 62 88 11 12

Nicolas.Decoster@Noveltis.fr

Noveltis

Parc Technologique du Canal

2, avenue de l'Europe

31520 Ramonville Saint Agne - France

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