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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  
{ sparc sunos unix 5.3 Nov 11 1999}
```

I am trying to build home tools to draw some kind of personnal 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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