"Ricardo Fonseca" <zamb@physics.ucla.edu> wrote in message
news:B55D7D75.54D9%zamb@physics.ucla.edu...
> Does anyone know of a way of outputting object graphics 2D models (no
> transparencies involved) to a postscript file as vectors (as opposed to
> rendering the object graphics to an image variable and then displaying it
on
> the postscript device)?

If you have IDL 5.3 or later, check out the documentation for
IDLgrClipboard, in particular the VECTOR keyword for IDLgrClipboard::Draw.

If you don't have IDL 5.3, then you're out of luck.

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