Subject: Re: Top 10 IDL Requests
Posted by Mark Hadfield on Tue, 01 Aug 2000 07:00:00 GMT
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"Paul van Delst" <pvandelst@ncep.noaa.gov> wrote in message
news:3985E8F2.76182471@ncep.noaa.gov...
> Mark Hadfield wrote:
>>
>>> "Kristian Kjaer" <Kristian.Kjaer@Risoe.Dk> wrote in message
>> news:3981DA40.F3BC8FC9@Risoe.Dk...
>>>
>>> A print button (and an equivalent cmd-line command) which would work
>>> on (direct) graphics already rendered to the screen (using std. direct
>>> graphics commands) would null _the_ major quirk in IDL, IMHO.
>>
>> And how would it be done?
>
> Who cares? This is an implementation (i.e. an RSI) issue.

But your solution, like others, doesn't work "on (direct) graphics already rendered to the screen ", because the graphics already rendered to the screen are now just pixels. You can retrieve the pixels; you can (one way or another) save the graphics commands and replay them; for a single purpose application you can hard-wire the command name and just save the data. But you can't get back the shapes you see on the screen--lines, polygons, whatever--because they aren't there any more, they're just pixels.

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