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Subject: Re: object graphics to postscript and how to copy an object tree  
Posted by [David Fanning](#) on Fri, 07 Sep 2001 16:04:12 GMT  
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Pavel A. Romashkin (pavel.romashkin@noaa.gov) writes:

> Jan Erling Staff wrote:

>>

>> 1)

>>

>> I have generated some graphics using objects, and now I want to save it to  
>> an eps file without having to show the printer dialog  
>> (DIALOG\_PRINTERSETUP). But how do I choose that the output should be  
>> directed to a file?

>

> I never could produce PS output from OG that would be of acceptable quality.

Humm. I've never noticed that PS output wasn't of acceptable quality. I've never had any difficulty either producing a PostScript file (although I don't think it is possible to do this \*without\* using the printer dialog) or directly on a PostScript printer. You have to be sure to set the VECTOR keyword. About the only thing I have noticed is that some of the lines are awfully thin. I usually jack the THICK keyword up a bit if I'm producing PostScript line plots.

>> 2)

>>

>> I want to copy an entire object tree to another place in the memory  
>> (another variable). Can this be done, and how?

>

> The simplest way, especially if it is not to become a routine task, is  
> to save it to .sav file and restore into another variable.

Doesn't this work, too:

```
newView = oldView
```

I've never tried it. But I can't believe it wouldn't work just that wonderfully. :-)

Cheers,

David

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