
Subject: Re: Object Graphics --> EPS Output how?
Posted by [David Fanning](#) on Tue, 25 Sep 2001 14:13:37 GMT
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Jason P. Meyers (jpm7934@cis.rit.edu) writes:

> This list has helped me greatly in the past and I hope that you all
> will rise to the challenge yet once again. I have been working long and
> hard on my thesis research and recently had to find a way to plot what I
> would call a "3-D Polar Plot". Specifically, I am trying to plot
> Bi-directional Reflectance Distribution Function (BRDF) data which is a
> function of theta and phi. After several unsuccessful attempts with
> various commercial packages, I concluded I could get exactly what I
> wanted using IDL Object Graphics. And I was correct, well almost!
>
> I now have a little IDL program that creates the type of plots I want
> using object graphics. My only problem is getting acceptable output
> from IDL. I am writing my thesis using LaTeX and therefore, my figures
> need to be in EPS format. This is no problem when I use direct graphics
> (DG) because IDL provides a PostScript device for outputting DG. I was
> a bit surprised to see (at least according to the help file) no such
> feature for object graphics.
>
> I am using IDL 5.3.1 on a Windows NT 4.0 platform. Does anyone know
> of a way to output object graphics to an EPS file in this situation?
> The help file indicates that the Unix version does this via the system
> clipboard but under Windows, it uses a device independent bit map. I
> would much rather have a vector EPS file similar to the ones produced
> using the DG postscript device.
>
> Any and all advice would be greatly appreciated. Thanks in advance!

Output your files in PostScript and convert them to Encapsulated
PostScript with GhostView. :-)

Cheers,

David

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