Subject: Re: Object Graphics --> EPS Output how? Posted by Martin Downing on Wed, 26 Sep 2001 09:22:01 GMT View Forum Message <> Reply to Message

Hi Mark,

Ok I just gave it a go: RTFM, created EPS output to the clipboard - but what do you do with it then?! Is there a method to write the clip board to file directly?

I tried pasting the unformatted text to file and then reading that into ghostview - but it was not at all impressed with my efforts! :(

Martin

"Mark Hadfield" <m.hadfield@niwa.cri.nz> wrote in message news:003b01c1460e\$1dae4050\$d938a8c0@Hadfield...

- > From: "Jason P. Meyers" < jpm7934@cis.rit.edu>
- >> 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.

>

>

- > You are probably being confused by the following paragraph in the
- > documentation for the IDLgrClipboard device...
- > "An IDLgrClipboard object will send Object Graphics output to the operating
- > system native clipboard in bitmap format. The format of bitmaps sent to the
- > clipboard is operating system dependent: output is stored as a PICT image on
- > the Macintosh, as a device-independent bitmap under Windows, and as an
- Encapsulated PostScript (EPS) image under UNIX and VMS."

>

- > The fact is that, as of version 5.3, the IDLgrClipboard supports bitmap
- > vector output, to the clipboard *or* a file. The formats supported are EPS
- (all platforms), WMF (Windows) and PICT (Macintosh).

- > Look at the documentation for IDLgrClipboard::Draw, in particular the VECTOR
- > keyword.
- >
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