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Subject: Re: Object Graphics --> EPS Output how?

Posted by [Mark Hadfield](#) on Tue, 25 Sep 2001 22:04:49 GMT

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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 \*or\* 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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