
Subject: Re: Xfig driver for IDL ??????

Posted by [sjt](#) on Mon, 07 Nov 1994 10:16:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

POLCHER Jan (polcher@ella.NoSubdomain.NoDomain) wrote:

: Hi

: When I was using Splus I used to have a interface for writting xfig files.

: This is very usefull as xfig files can be edited. Something I use very often when preparing

: plots for publications.

: I was wondering if such a driver exists for IDL or is there something similar out there ?

: Thanks

: Jan Polcher

: --

: Jan Polcher

TEL: -33-1-44322243

: Laboratoire de Meteorologie Dynamique / E.N.S. FAX: -33-1-43368392

: 24, rue Lhomond

: 75231 PARIS cedex 05, FRANCE

The only solution I know of is to write an Encapsulated PostScript file from IDL (Useful hint: Always use portrait mode even for a Landscape mode plot otherwise you'll have a horrible time when you get it into Xfig:

e.g.

set_plot, 'ps'

device, xsize=10., ysize=7.5, /centi, /port, /encapsulated)

Then include the eps file as an Eps object into Xfig at some suitable depth (I usually use 6 unless I know I'll need more layers than that). To remove bits you don't want, use rectangles or polygons with white filling and 0 line width.

Another useful trick I found is that although the EPS object looks to have a solid background on the screen when printed it doesn't, this means that (for example) shading peaks on a graph can be done underneath the Eps object, but with care as there appears to be a bug in something which means that the border-width of the last object prior to an included Eps object is ignored (I think it's a problem with Postscript as the PS file generated appear to contain the border width but neither Ghostview not the printer take any notice of it).

If anyone has a more elegant solution I should like to hear of it too.

--

+-----+-----+-----+-----+-----+-----+

James Tappin,	School of Physics & Space Research	O__
sjt@xun8.sr.bham.ac.uk	University of Birmingham	-- V
"If all else fails--read the instructions!"		
+-----+-----+
