
Subject: Re: Low quality with 'IDLgrClipboard' object
Posted by [Karl Schultz](#) on Thu, 23 May 2002 22:11:15 GMT
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"Georg Wiora" <georg.wiora@daimlerchrysler.com> wrote in message
news:1104_1021823702@news.daimlerchrysler.com...

> Hi,
>
> I tried to draw an IDLgrPlot object to an IDLgrClipboard object using
> OClip->draw,oPlot,VECTOR=1
>
> The clipboard contained an EMF/WMF graphics after that operation. But with
the clipboard viewer and after inserting this object
> into a graphics program, it looked quite blocky with big pixels. Obviously
it was not inserted as a vector graphics, but as a
> scalable bitmap.

I think it is vector graphics, but I'd have to see it to be sure. Can you
post a program that causes the problem? (or send to RSI tech support)

I just tried it with a simple plot and I think that there are a couple of
things that may explain what you are seeing:

1) IDL object graphics (in raster mode) draws text with alpha blending to
improve the appearance, similar to anti-aliasing. We can't do alpha
blending in vector graphics, so the text is going to look a little more
blocky. Is this (drawing text) what you mean by blocky?

2) It is really hard to tell what every "clipboard client" does with vector
clipboard data. IDL sets the vector clipboard data up so that if you were
to render it at its actual size, that is, one unit is one pixel, you would
get the right picture. I notice that the Windows clipboard viewer magnifies
the vector image considerably, which would make your lines look thicker and
perhaps blockier. (Remember that an IDLgrPlot line may consist of a bunch
of short segments that may render a little coarsely when highly magnified.
I suspect that a single or straight line plot would look thick, but not
blocky)

If you need confirmation that the clipboard data is really in vector mode,
paste (you may need to use Paste Special) into a Word document and then
resize it a few times. You won't "lose" any pixel data as you would with a
bitmap. In addition, you can edit the image and select individual graphic
primitives to edit.

You may also want to double check on your usage of Paste Special. If you
wrote a bitmap image to the clipboard and then later wrote a vector one,
then it is possible that you are pasting the bitmap, and may need Paste
Special to explicitly ask for the vector version to be pasted. The

clipboard can clip more than one thing at a time.

Karl
