Subject: Re: OG polygon to EPS problem
Posted by Karl Schultz on Fri, 30 Aug 2002 21:53:40 GMT
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"David Fanning" <david@dfanning.com> wrote in message
news:MPG.17d95dd7d6f4b57298998b@news.frii.com...
> Mirko Vukovic (mvukovic@taz.telusa.com) writes:
>
>> You see, all this is really David's fault.
>
> Oh, right. I'll take the blame. :-)
>
>> I really liked his
>> fsc_surface routine, and how easily I was able to modify it to plot
>> polygons instead of surfaces. And polygons are important to me, as
>> our data is inherently non-grid like, and polygon plots showed the
>> real data, with no other grids overlaid as result of tri-gridding.
>>
>> So, I am converted to OG for these types of applications. But how can
>> I get then a decent quality rasterised printer output?
>
> Have you tried removing the VECTOR keyword? What happened?
> I should think you would get a nice polygon surface. That's what
> I get when I save FSC_SURFACE output without setting the
> VECTOR keyword, anyway.

Yes, as David says, using bitmap mode (the default) will give you the same quality as you'd get on the screen. Also, you can use the Dimensions keyword to make the clipboard bigger, if you need more pixels.

IDLgrPrinter will also do a good job in bitmap (default) mode by using the full resolution of the printer.

If you insist on using vectors, I found a workaround for the original problem. If you specify VERT_COLORS, you'll avoid the bug and draw that pyramid with hidden line removal. Since your polygon is black, just add "oPolygon->SetProperty, VERT_COLORS=BYTARR(3,5)", or initialize the vert_colors array to whatever color you need.

Karl