
Subject: Re: OG polygon to EPS problem

Posted by [Mark Hadfield](#) on Thu, 29 Aug 2002 21:37:24 GMT

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"David Fanning" <david@dfanning.com> wrote in message
news:MPG.17d81ca4bab3db5098998a@news.frii.com...

> Mirko Vukovic (mvukovic@taz.telusa.com) writes:

>

>> In the following program, if I have hidden_lines on, the
>> post-script is shaded black. If I have hidden_lines off, I can see
>> the grid. This is in IDL5.4.on WinNT. The behavior with
>> hidden_lines on does not make sense to me. Anyone else?

>

> I think it is a mistake to think "vector" output is going to work
> with polygons. I'd leave that keyword off, and then see if the rest
> of it makes sense. I can't really tell here what I am suppose to be
> seeing. :-)

I concur with David. IDL Object Graphics is based on OpenGL, which provides for rendering to bitmap destinations, but not to vector graphics formats. When first introduced in version 5.0, OG had the same limitation. RSI then reluctantly added vector output in version 5.1 or 5.2. (I think they got sick of hearing users say "My OG line plot generates a 6 MB printer file, it takes 10 minutes to print, and it doesn't look that hot either.") They warned that some features of OG scenes would not be rendered properly in vector formats, but what may surprise some people is **how many** features this warning applies to. For example, fill patterns (as specified by the FILL_PATTERN keyword) seem like pretty vector-ish entities, but they are not rendered in vector formats. And I guess the same applies to HIDDEN_LINES.

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