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Subject: Object Graphics Printing

Posted by [btupper](#) on Wed, 23 Oct 2002 13:53:10 GMT

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Hello all,

I enjoy working with objects graphics when I can... until somebody wants a printout. Then I hate the dang stuff. It \*always\* seems like such a tinker-with-it-until-it-works experience. Hmph!

I have been daydreaming (again) about a generic tool much like FSC\_PSCONFIG, that is, an interactive tool for placing/sizing object graphics on a printed page.

I gather from the object printing examples in 'What's New in IDL 5.5' the only things that need to be modified are

(1) the LOCATION property of the VIEW(s) to be drawn

and

(2) the SCALE properities of any of the MODELS contained in the VIEW(s).

It appears that one only needs to ascertain and save the initial properties of the view(s) and the models contained in the view(s). Then, relocate the views and rescale the models for the printer. Next, invoke the printer's draw method. Finally, restore the original properties of the view(s) and models. Piece of cake, maybe.

I find the example a bit hard to fathom because information about the object graphics window is used to scale/locate the object graphics onto the printer page. It makes it seem complicated and a bit adhoc... precisely my own experience.

My questions are...

(1) is it possible to properly size/place object graphics on a printer page given \*only\* the VIEW(s) and the PRINTER object?

(2) If it is possible to size/locate object graphics in a general way, can the concept be 'enlarged' to encompass any destination device (like the clipboard or buffer)?

Thanks!  
Ben

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