
Subject: Re: Object Graphics Printing

Posted by [David Fanning](#) on Tue, 29 Oct 2002 02:57:15 GMT

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Ben Tupper (btupper@bigelow.org) writes:

- > The tricky part with this is dealing with the default VIEW dimensions.
- > In this case, the programmer has allowed the VIEW dimensions to fit
- > the destination device (usually a window). A call to the VIEW's
- > getproperty method returns [0,0] for the dimensions of the view.
- > Oops, what kind of aspect is that? There's nothing to be done in
- > that case, except match the VIEW's dimensions to the DESTINATION (in
- > my case the printer - which doesn't have the same aspect ratio as the
- > VIEW.)

Yes, that's a problem, but I guess you could always argue that the user must have read the documentation and decided this is what they had in mind. :-)

I haven't run your program yet (still fixing bad line breaks caused by a 1960's era newsreader that stubbornly insists on fitting everything for output to 80-column punch cards), but have you taken into account that a location of (0,0) puts part of the output in the non-printable portion of the printer?

I've always found that a decidedly non-general printer fudge factor is also required. :-(

Cheers,

David

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