
Subject: Re: fore/background colors of labels
Posted by [David Fanning](#) on Fri, 15 Nov 2002 23:44:11 GMT
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lyubo (Izagorch@cs.wright.edu) writes:

> Why when I send my scene to the printer object everything that gets printed
> out looks much smaller than it should be. As I mentioned above I use object
> graphics, and I use the default UNITS (pixels) for my window. What do I
> need to do in order to print out my scene as it is on the screen?

I'd get one of those magic wands Harry Potter uses.
Magic is definitely the answer. :-)

Ben Tupper is fooling around with a widget-gidget
(I guess that's what you call it) that will help you
out here, if he ever gets it finished. But in the
meantime, magic is best.

You can see how I do it in FSC_SURFACE in the
FSC_Surface_Printing module. Here I am trying to
get the printed output to be as big as possible on
the page, and yet still preserve the aspect ratio
of the surface you see on the display. It's tricky,
I can tell you. (Probably the reason FSC_SURFACE
won the IDL Code Contest, although no one (including
RSI) seems to want to mention this today. ;-)

Anyway, that's a place to get started:

http://www.dfanning.com/programs/fsc_surface.zip

Cheers,

David

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