
Subject: Re: object graphics -> eps
Posted by [Haje Korth](#) on Mon, 07 Jul 2003 14:03:14 GMT
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David,
this is strange: if I omit the /vector keyword, no file is created at all!
Something is fishy here, and the water I am swimming in is still murky...

Haje

"David Fanning" <david@dfanning.com> wrote in message
news:MPG.1973288cdc390fe298969e@news.frii.com...

> Haje Korth writes:

>

>> I am trying to create an eps graphic from an object viewgroup. The
object

>> appears nicely using idlgrwindow and idlgrbuffer (used in ION
applications).

>> However, with idlgrclipboard the objects are placed totally wrong, i.e.
on

>> top of each other. I used the commands suggested on David's website:

>>

>> clipboard = Obj_New("IDLgrClipboard", Dimensions=[4,3], Units=1, \$

>> Resolution=[2.54/300., 2.54/300.])

>> clipboard->Draw, theView, Filename='myfile.eps', /PostScript, /Vector

>>

>> Does anyone know what I do wrong? If somebody knows a better way, I will

>> take that, too!

>

> I think I would try removing the VECTOR keyword. Vector output is

> a bit of a hack, thrown in to appease some of use who were displeased

> about the size of PostScript output. Until there is a true vector

> pipeline from object graphics to PostScript the chance of this working

> with any but the simplest object graphics programs is probably slim.

> This should work OK without the keyword. Just be sure you have plenty

> of disk space. :-)

>

> Cheers,

>

> David

> --

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