Subject: Re: object graphics -> eps
Posted by David Fanning on Mon, 07 Jul 2003 13:50:30 GMT

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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