
Subject: Re: Another EPS question
Posted by [Chris Lee](#) on Thu, 26 Aug 2004 20:08:54 GMT
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In article <MPG.1b97d627ede045fd989865@news.frii.com>, "David Fanning"
<davidf@dfanning.com> wrote:

> Michael Wallace writes:
>
>> Actually, I have a new strategy now that I have actually spent a few
>> minutes looking at PostScript. Since I can create an EPS, I should be
>> able to embed this EPS in another postscript file rather than convert
>> the EPS to PS. So just create a an empty PostScript file, include the
>> EPS, and throw in some translate and rotate commands. It's an idea at
>> least.
> Well, it's an idea. :-)
> Let us know. You are not the only one looking for a solution here.
> Cheers,
> David

It's highly likely that I'm misunderstanding the problem/question here,
(especially since I've been using IDL object graphics for a whole hour
now) but, wouldn't the following code work?

```
xsize=29.7
ysize=21.0
;landscape

;set up a half scale window
oWindow = OBJ_NEW('IDLgrWindow', dimensions=[xsize/2.0, ysize/2.0],units=2)

oView = OBJ_NEW('IDLgrView',color=[200,200,200],$
    LOCATION=[xsize/8.0,ysize/8.0], $
    DIMENSIONS=[xsize/4.0,ysize/4.0],$
    UNITS=2)

OScene = OBJ_NEW('IDLgrScene')
oScene->Add, oView

oModel = OBJ_NEW('IDLgrModel')
oView->Add, oModel
oText = OBJ_NEW('IDLgrText','Hello World',ALIGNMENT=0.5)
;yes, I know....

oModel->Add, oText
OWindow->Draw, oScene
```

```
c=obj_new('IDLgrClipboard',dimensions=[xsize,ysize], units=2)
```

```
oview->getproperty,dimensions=old_dimensions, $  
      location=old_location, $  
      units=old_units
```

```
oView->setproperty, dimensions=[xsize/2.,ysize/2.], $  
      location=[xsize/4.,ysize/4.], $  
      units=2
```

```
c->draw,/post,/vector,file='test.ps',oScene
```

```
oview->setproperty,dimensions=old_dimensions, $  
      location=old_location, $  
      units=old_units
```

```
wait,1
```

```
OBJ_DESTROY, oWindow
```

```
OBJ_DESTROY, oScene
```

```
obj_destroy,c
```

;(I think IDL always produces EPS files, when you ask for
postscript, it embeds the graphics in an A4 bounded box.)

Chris.
