
Subject: Re: printing IDLgrScene

Posted by [newsgroupie2003](#) on Fri, 27 May 2005 20:53:23 GMT

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Hey Antonio,

Thanks for your answer.

I worked it out using the normalized coordinates. It was a bit of a hazzle calculating everything in normalized coords by accounting for both the aspect ratio of the image and that of the printer page, but now it works.

Thanks

Soren

Antonio Santiago <d6522117@est.fib.upc.es> wrote in message
news:<d726l1\$ejg\$1@defalla.upc.es>...

> Soren wrote:

>> Hello,

>> Thanks for the answers to my previous question on the colorbar. I

>> ended up using Davids due to the easy range specification.

>>

>> I haven't been able to find any good solutions as to how to print a

>> IDLgrScene object (while easily controlling position and scaling). It

>> seems the examples found on this newsgroup and in the IDL

>> documentation aims at controlling views.

>>

>> I have a scene consisting of 1) an image montage and 2) a colorbar.

>> Is the only good way to print such a scene really to scale and

>> translate the models of each view? It seems like a lot of work.

>>

>> I tried drawing to the IDLgrBuffer with the aim of gathering the two

>> views in either an image object (via read()) or a matrix (via

>> image_data prop) but resampling issues destroy the axis legends.

>>

>> Any hints appreciated!

>>

>>

>> Soren

>

> (Sorry for my poor english, I don't understand very well.)

>

> Try with IDLgrPrinter if you want to print your graphics to a printer

> device.

> Otherwise (if I am mistaking) try to normalize your coordenates so that

> your image and colorbar are put on the appropriate positions.

>

> Sorrr, if this is an stupid answer :)
>
>
> --
> -----
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