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Subject: Re: printing IDLgrScene

Posted by [Antonio Santiago](#) on Wed, 25 May 2005 15:46:41 GMT

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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 coordinates so that your image and colorbar are put on the appropriate positions.

Sorrr, if this is an stupid answer :)

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