Subject: Re: Poscript Component Selection
Posted by Michael Wallace on Mon, 12 Sep 2005 22:41:26 GMT

Your code will always produce PS images that look like JPEGs (i.e. pixelated) rather than vectors. Let's look at some of the important lines of your code.

Here, you're grabbing the image on the current window. The variable data is simply a 2-dimensional array of the pixels in the window. What you have are pixels of the image, not the individual components of the image.

>   oImage = sState.oWindow->Read()
>   oImage->GetProperty,DATA=data

Setting im3d to data...

>   im3d=data

Setting the output to PS...

> SET_PLOT, 'ps'

Now you're drawing the image pixels to the PostScript file. Because you only have pixels at this point, that's all that's going to appear in the file.

> TVSCL, im3d, TRUE=1

Closing out the PS...

> DEVICE, /CLOSE

So, what do you do about all of this? If you can get your hands on the view object before it is drawn, you can use the IDLgrClipboard::Draw method where you pass in the IDLgrView and specify to use VECTOR = 1 and POSTSCRIPT = 1.

-Mike