
Subject: Re: Poscript Component Selection
Posted by [David Fanning](#) on Mon, 12 Sep 2005 22:17:23 GMT
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IDLmastertobe writes:

```
> partial code:  
>   sState.oVols[sState.iVrendVol]->SetProperty, $  
>     HIDE=1-vol_rend  
>   demo_draw, sState.oWindow, sState.oView, debug=sState.debug  
>   sState.oVols[sState.iVrendVol]->SetProperty,HIDE=1  
>   olImage = sState.oWindow->Read()  
>   olImage->GetProperty,DATA=data  
>   OBJ_DESTROY,olImage  
>  
>   im3d=data  
>  
> !P.FONT=0  
>  
> ; Set the plotting device to PostScript:  
> SET_PLOT, 'ps'  
>  
> LOADCT, 0  
>  
> ; Write the image to the file:  
> ;TV, [[[r]], [[g]], [[b]]], TRUE=3  
>  
> TVSCL, im3d, TRUE=1  
> ; Close the file:  
> DEVICE, /CLOSE  
> set_plot,'win'
```

Oh, dear. Not exactly the "object graphics way", is it? :-(

I'm sure Mike will be able to set you straight. :-)

Cheers,

David

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