Subject: Re: IDL postscript graphics
Posted by Karl Schultz on Mon, 10 Oct 2005 15:32:40 GMT

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On Mon, 10 Oct 2005 01:35:02 -0400, IDLmastertobe wrote:

> Thanks for your reply mark, i changed the code to yours. It it a lot
> cleaner, but it is still a white plane without any color like before. i
> am not sure if it is because something wrong with sState.oView, but i have
> not found any obvious errors yet. Is there anything that is potentially
> blocking the image from porting out?

I hope that I'm not missing something or am being too obvious, but is
there actually anything in sState.oView? Unless there is a lot of code
behind the scenes someplace that is creating an IDLgrView along with the
rest of the scene objects and putting the IDLgrView object reference in
sState.oView, then IDL is just going to draw an empty scene!!!!