
Subject: Re: IDL postscript graphics

Posted by [David Fanning](#) on Mon, 10 Oct 2005 13:16:58 GMT

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IDLmastertobe writes:

- > 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?

Given that we now have everything over into object graphics, I think the problem isn't that the image is not being displayed, but that it is being displayed too well. Most of the time, in object graphics, one's first attempt at displaying an image results in a black window. This is not an empty window, it is a single image pixel, blown up very, very large. The problem is that the user forgot to scale the image object into the coordinate system of the view object. (If you haven't learned this yet, the object graphics system is VERY low level. You have to do *everything* yourself.)

When Mark said that the code "could work", he knew as well as I did that the chances were very, very small, given what we know about your specific problem. But, at the very least you are going to have to match the DIMENSIONS and UNITS of your view object in the clipboard object if you are going to see output that looks anything like what you see in your display window.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
