
Subject: IDL/Win95.1 - How to print image from within IDL?

Posted by [kak](#) on Mon, 04 Dec 1995 08:00:00 GMT

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Hi all,

In an IDL widget application running under Win3.1/Win95, I would like to implement a button to print out the content of a draw widget to the standard printer.

I am aware of the "Print Graphics" option in the main IDL window, however, my application is intended to run with an IDL runtime license, and I do not know if this option is available in that case.

Spawning a child process won't work either because under Win95 every spawn generates an annoying DOS box.

A similar problem is the transfer of a draw widget's content to the clipboard. Apparently, this is only possible using ^G and pointing the mouse to the respective widget. Of course this is not the way a standard Win application should behave.

Any solutions known for these problems? Please don't tell me to abandon Win95; unfortunately I have to stick with that horror :-)

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