Subject: Re: svg output
Posted by Karl[1] on Wed, 02 Dec 2009 16:28:16 GMT
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On Dec 2, 7:05 am, Reimar Bauer <R.Ba...@fz-juelich.de> wrote:
> FÖLDY Lajos schrieb:
>
>
>
>> On Wed, 2 Dec 2009, Reimar Bauer wrote:
>
>>> does one know if there are plans to integrate svg as output format?
>
>> Ask ITTVIS :-)
>
> I have added a feature request a year ago. ;)
>
>
>
>> You can use Inkscape to import (E)PS files into SVG (it uses pstoedit
>> [http://www.pstoedit.net/] to convert the PS file).
>
> btw. there are some other nice tools:
>
> you can use pdf2svg
> you can use a modern webbrowser
> you also can use a modern webbrowser and svg-edit a cool js lib, if you
> like to have a whiteboard on the net.
> you can use inkscape
> you can use openoffice
> you can use eog
>
> cheers
> Reimar
>
>
>
>> ps: I have a partial implementation for native SVG output in FL:
>
>> FL> set_plot, 'svg'
>> FL> plot, dist(5)
>> FL> device, /close_file
>
> nice, what is FL (url)? (#fl doesn't exist on chat.freenode.net)

IDL used to come along with documentation and header files necessary
to build your own Direct Graphics driver. I think the intent was to
allow people to write drivers for unusual or one-of-a-kind devices,

rather than have them written by ITTVIS. I went looking for this information once and failed to find it. So I don't know if it is still exists or is supported. (IDL would have to still run the code that looks for user-supplied DG drivers in order for this to work).

If all that is still in place, or you can get it from ITTVIS, it would not be very hard to write an SVG DG driver that can be loaded by today's IDL. I'd bet you can find a public domain SVG library that generates the SVG output and provides an API to make this pretty easy.
