Subject: Re: working on multiple z buffers at once?
Posted by David Fanning on Thu, 17 Feb 2011 14:42:20 GMT

Jeremy Bailin writes:

> NG isn't an option yet (sysadmin hasn't gotten around to upgrading. I think it's time to prod him). CG would probably work if there was a programmatic way to tell a cgWindow "output the display to a postscript file", but I don't think there is (David?).

You can now use the CREATE_PS keyword with cgControl
to pass the name of a PostScript file. Using this keyword
will automatically and programmatically cause the cgWindow
app to create a PostScript file of its commands.

```
IDL> cgPlot, cgDemoData(1), /Window
IDL> cgControl, Create_PS='test.ps'
```

Get an updated Library, because I found an odd problem in
cgDefCharsize that I still don't understand. I modified
cdDefCharsize recently to use Str_Size to create default
character sizes for the Coyote Graphics routines. This
allows the text to get bigger when the window gets bigger,
and vice versa. But, for reasons I don't fully understand,
using Str_Size in a PostScript context causes an extra
page of PostScript to be produced. For the moment, I've
disabled its use in PostScript, which--as it happens--I
didn't need anyway. So, the problem is fixed, although I
don't completely understand why. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")