Subject: Object graphics and real postscript
Posted by Nicolas Decoster on Mon, 27 Mar 2000 08:00:00 GMT

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Hi !

I'm new in IDL and I am currently trying to figure how I can do
beautyfull graphs using object graphics. It looks like these objects
allow to draw almost everything I need. But the bad thing is that I did
not find how I can export my drawing into a postscript file. In fact
there is a way to create an EPS (using ClipBoard on UNIX), but the
result is a bitmap ! I want a real postscript with lines, curves, text,
etc., in postscript language.

Is there a way to do such a thing ?

Nicolas.

Subject: Re: Object graphics and real postscript
Posted by Nicolas Decoster on Tue, 28 Mar 2000 08:00:00 GMT

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David Fanning a ï¿½crit :
>
> The way I do it (on Windows NT) is like this:
>
>   printer = Obj_New('IDLgrPrinter')
>   ok = Dialog_PrinterSetup(printer)
>
> I get a dialog for my Lexmark PostScript printer. One of
> the options on the dialog is "Send Output to File". With
> that checked, it pulls up another dialog that asks me
> what the name of the file should be, and I simply write
> to the Printer device. I get a nice PostScript file.

In fact, it is the only way to do this that I found (for now) in IDL
books.

> It is *not*, however, encapsulated PostScript.

It is not a problem since there is a way to convert ps to eps on UNIX,
with the programm ps2eps.

Thanks.

Nicolas.

--
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Subject: Re: Object graphics and real postscript
Posted by Mark Hadfield on Fri, 31 Mar 2000 08:00:00 GMT
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"David Fanning" <davidf@dfanning.com> wrote in message
news:MPG.1349819a77d14acc989aac@news.frii.com...
>
> And, unless I am mistaken, the clipboard object also does
> not support encapsulated PostScript, but rather just PostScript
> if the PostScript keyword is set on the Draw method.

I think you ARE mistaken, David. The output from the IDLgrClipboard object
certainly looks likes EPS to me.

Mark Hadfield
m.hadfield@niwa.cri.nz http://katipo.niwa.cri.nz/~hadfield/
National Institute for Water and Atmospheric Research
PO Box 14-901, Wellington, New Zealand

Subject: Re: Object graphics and real postscript
Posted by Randall Frank on Sat, 01 Apr 2000 08:00:00 GMT
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Ok,
 Prior to IDL 5.3, all methods for generating Postscript
with Object Graphics actually generate a Postscript file
containing a bitmap of the scene being drawn. That bitmap
can be at very high resolution and will match the screen
representation bit for bit (all OG features are supported).

 In IDL 5.3, support for true vector output was
added to Obejct Graphics. There are two forms:

IDLgrPrinter::Draw,/VECTOR

 If /VECTOR is specified, the output sent to the
printer will be vectors, in the natural format for the
host platform (e.g. could be PostScript, could be PICT...).

IDLgrClipboard::Draw,FILENAME=f,/POSTSCRIPT,/VECTOR

 The new keywords allow one to write an image
representation directly to a file or the system clipboard
as a bitmap or in vector form. By default, the file would
be the host platform native vector form (e.g. PostScript,
EMF, or PICT). If the POSTSCRIPT keyword is set, a
PostScript file will be generated (on all platforms).
 I believe the Postscript generated by this object
is EPS.

See the section: "New Vector Output of Object Graphics"
In the 5.3 "What's new..."

Note: I am not sure all object graphics features are
supported in vector graphics output (e.g. translucent
textured polygons), but I may be mistaken.

Mark Hadfield wrote:
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--
rjf.
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Subject: Re: Object graphics and real postscript
Posted by Theo Brauers on Thu, 13 Apr 2000 07:00:00 GMT
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Thanks for the hint using /VECTOR. I even tried it with the
live_tools:
 IDL> live_print, /vector, /dialog
and it gave me a nice vector ps file. However,
 IDL> live_print, /vector, FILENAME='idl.ps', /POSTSCRIPT, /VECTOR
failed since FILENAME and POSTSCRIPT keywords were unknown.

Any idea to directly print an insight/live_plot image to ps-file or
eps-file?

Thanks
Theo

Randall Frank wrote:
>
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