
Subject: Re: postscript output from Slicer
Posted by [chase](#) on Wed, 15 Dec 1993 18:34:54 GMT
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>>>> > "Sean" == Sean Oughton <so1@st-andrews.ac.uk> writes:
In article <2en2oj\$en4@calvin.st-and.ac.uk> so1@st-andrews.ac.uk (Sean Oughton) writes:

Sean> How do you get the output from the Slicer (the isosurface
Sean> drawer) say inot a postscript file? I've checked both the
Sean> online help and the manuals without turning anything up. It
Sean> must be able to be done somehow.

Sean> Cheers sean@dcs.st-and.ac.uk

As of IDL 3.1 there was no option for printing from the slicer.pro widget program. Some time ago I made a quick little hack for getting a postscript file of the slicer image window. When "PRINT" is chosen (from the menu button) it reads back the displayed slicer image and the writes it to "idl.ps". It is extremely simple, but at least it gets me some kind of hardcopy. I give the changes below.

I would have posted a UNIX diff for the changes that I made, but the slicer program has changed with almost every release of IDL. However, my additions are easy to incorporate.

Make a copy of slicer.pro and put it somewhere in your !PATH where it will be found before the slicer.pro that comes with the IDL distribution. Then make the following changes.

In procdure "slicer_event" make the following addition (the "!" at the beginning of the line indicates a changed or new line. Remove the "!" - it is not part of the code.):

```
case eventval of
!"PRINT": BEGIN
!  WIDGET_CONTROL, sl.base, sensitive=0
!  ;; It can take a long time to do a TVRD()
!  message_base = WIDGET_BASE(title='Working...',xsize=200)
!  WIDGET_CONTROL,message_base,/realize
!  this_image = tvrd()
!  set_plot,'ps',/copy
!  tv,this_image
!  device,/close
!  set_plot,'x'
!  WIDGET_CONTROL, message_base,/destroy
```

```
! WIDGET_CONTROL, sl.base, sensitive=1
!END
```

In procedure "slicer" make the following changes:

An older version of slicer used XPdMenu:

```
XPdMenu, [ "' Done " EXIT', $
  "' Erase " ERASE', $
  "' Undo " UNDO', $
! "' Help " HELP', $
! "' Print " PRINT' $
! ], lbase
```

or for the newer version (as of IDL 3.1) which uses WIDGET_BUTTONS
instead of the menus add the "!" line below:

```
junk = WIDGET_BASE(lbase, COLUMN=3)
junk1 = WIDGET_BUTTON(junk, value="Done", uvalue = "EXIT", /NO_REL)
junk1 = WIDGET_BUTTON(junk, value = "Erase", uvalue = "ERASE", /NO_REL)
!junk1 = WIDGET_BUTTON(junk, value = "Print", uvalue = "PRINT", /NO_REL)
junk1 = WIDGET_BUTTON(junk, value="Undo", uvalue = "UNDO", /NO_REL)
junk1 = WIDGET_BUTTON(junk, value="Help", uvalue = "HELP", /NO_REL)
junk1 = WIDGET_BUTTON(junk, VALUE='Orientation',/MENU)
```

Remember to set your postscript device parameters before using slicer.
If necessary, from the command line before executing slicer (or you can
put this at the beginning of procedure "slicer" in slicer.pro):

```
;; Setup the postscript device
set_plot,'ps'
device,/color,bits=8 ;; Or whatever is appropriate for you
set_plot,'x'
```

You can try out the changes by using the IDL xdemo procedure.

It is not much, but I hope it is useful.

Chris

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