
Subject: Re: Postscript Output with Object Graphics?
Posted by [Nicolas Decoster](#) on Mon, 05 Jun 2000 07:00:00 GMT
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Hi,

Ricardo Fonseca wrote:

>
> Hi everyone,
>
> Does anyone know of a way of outputting object graphics 2D models (no
> transparencies involved) to a postscript file as vectors (as opposed to
> rendering the object graphics to an image variable and then displaying it on
> the postscript device)?
>
> Thanks in advance, Ricardo

You need IDL 5.3 to do this.

```
IDL> myClipboard = obj_new('IDLgrClipboard')  
IDL> myClipboard->Draw, myView, filename = 'gah.eps', vector = 1,  
postscript = 1
```

This way you will have a nearly real vector postscript. I say "nearly" because text will not be in postscript font : each character is drawn using small triangles.

As discussed a week (or two) ago, if you have graphic atoms that overlap but are at a same graphic object Z value the result can be (is ?) different between a vector postscript output and a IDLgrWindow rendering.

Later.

Nicolas.

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Subject: Re: Postscript Output with Object Graphics?
Posted by [Mark Hadfield](#) on Tue, 06 Jun 2000 07:00:00 GMT
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"Ricardo Fonseca" <zamb@physics.ucla.edu> wrote in message
news:B55D7D75.54D9%zamb@physics.ucla.edu...

> Does anyone know of a way of outputting object graphics 2D models (no
> transparencies involved) to a postscript file as vectors (as opposed to
> rendering the object graphics to an image variable and then displaying it
on
> the postscript device)?

If you have IDL 5.3 or later, check out the documentation for
IDLgrClipboard, in particular the VECTOR keyword for IDLgrClipboard::Draw.

If you don't have IDL 5.3, then you're out of luck.

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