
Subject: PostScript and pixmap
Posted by [llassne](#) on Thu, 26 Jul 2001 00:03:55 GMT
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I am trying to take a plot that I have created and make it so that the user can save it in several formats. I was hoping to include Post script the plot has been put into a pixmap window

- Lisa A. Lassner

"We cannot do great things on this earth. We can only do small things with great love."

-Mother Teresa

Subject: Re: PostScript and pixmap
Posted by [John-David T. Smith](#) on Fri, 27 Jul 2001 23:54:44 GMT
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David Fanning wrote:

>
> Rick Towler writes:
>>
>> If you are new to PS output with IDL I suggest David Fanning's IDL book.
>> You might also want to check out Liam Gumley's new book too. Both are
>> available thru Amazon.
>
> I've been waiting in vain for someone to mention
> PSConfig, the best program I've ever written, but
> alas Ben Tupper and Martin Schultz are the only
> ones I know who use it. :-(
>
> But PSConfig will solve *all* your PostScript
> problems, I personally guarantee it. :~)
>

David,

I did once use PSConfig, but lately I've noticed it has gone the dark side of object graphics. For people who (still) have 8-bit displays, this can be an annoyance, when the color frenzy begins, and you've only just tried to print. Is there a replacement up to date version still using direct graphics?

JD

Subject: Re: PostScript and pixmap

Posted by [Pavel A. Romashkin](#) on Mon, 30 Jul 2001 15:41:03 GMT

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David,

I too have PSCconfig in my path. But the last time I made a PS file for a paper was a year ago :-(Too much data processing, when the only fancy thing you ever get is fancy colorful expressions from the modelers to whom "the measurements do not conform to the model" (just kidding :-).

Cheers,

Pavel

Subject: Re: PostScript and pixmap

Posted by [david\[2\]](#) on Wed, 01 Aug 2001 12:23:13 GMT

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JD Smith writes:

>

> I did once use PSConfig, but lately I've noticed it has gone the dark
> side of object graphics. For people who (still) have 8-bit displays,
> this can be an annoyance, when the color frenzy begins, and you've only
> just tried to print. Is there a replacement up to date version still
> using direct graphics?

Yes, for people still on the dark side, it is a problem. There is no practical way to combine direct graphics and object graphics in the same program on an 8-bit display. The two graphics systems just use colors in completely different ways, which (by definition) will cause havoc with the one physical color table.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: PostScript and pixmap

Posted by [John-David T. Smith](#) on Wed, 01 Aug 2001 16:51:22 GMT

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David Fanning wrote:

>

> JD Smith writes:

>>

>> I did once use PSConfig, but lately I've noticed it has gone the dark
>> side of object graphics. For people who (still) have 8-bit displays,
>> this can be an annoyance, when the color frenzy begins, and you've only
>> just tried to print. Is there a replacement up to date version still
>> using direct graphics?

>

> Yes, for people still on the dark side, it is
> a problem. There is no practical way to combine
> direct graphics and object graphics in the same
> program on an 8-bit display. The two graphics
> systems just use colors in completely different
> ways, which (by definition) will cause havoc
> with the one physical color table.

So, given this difficulty, is Object Graphics really necessary in
PSConfig? It seems to draw some boxes, etc., but nothing requiring OG
(as far as my limited knowledge of the latter allows me to infer). Is
there a version laying around using DG?

JD

Subject: Re: PostScript and pixmap

Posted by [david\[2\]](#) on Wed, 01 Aug 2001 17:39:04 GMT

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JD Smith writes:

> So, given this difficulty, is Object Graphics really necessary in
> PSConfig? It seems to draw some boxes, etc., but nothing requiring OG
> (as far as my limited knowledge of the latter allows me to infer). Is
> there a version laying around using DG?

Oh, man, that little thing with the sizing of the
plot window over in the "PostScript" window is
the *heart* of this program. I wouldn't use it
without that neat little feature! :-)

(Not to mention it took me a LONG time
to figure out how to do that!)

But, the whole feature **is** confined to a single PLOTWINDOW object, so it would be easy enough to subclass the draw method, I suppose, to allow for direct graphics.

But probably not worth it for the 2-3 people still stuck with 8-bit graphics (Linux users?). :-)

Cheers,

David

P.S. Let's just say I've gone about 6 months now without saying DEVICE, DECOMPOSED=0, which I took to mean we had finally gotten the whole world over into the 24-bit graphics world. I should have known better.

--

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

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Subject: Re: PostScript and pixmap

Posted by [Pavel A. Romashkin](#) on Wed, 01 Aug 2001 18:14:02 GMT

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David Fanning wrote:

>

> P.S. Let's just say I've gone about 6 months now
> without saying DEVICE, DECOMPOSED=0, which I took
> to mean we had finally gotten the whole world
> over into the 24-bit graphics world.

You could ignore the whole rest of the world out there, but better keep JD happy :-)

Cheers,

Pavel
