Subject: Re: object graphics to postcript and how to copy an object tree
Posted by Pavel A. Romashkin on Fri, 07 Sep 2001 15:37:19 GMT

Jan Erling Staff wrote:
>
> 1)
>
> I have generated some graphics using objects, and now I want to save it to
> an eps file without having to show the printer dialog
> (DIALOG_PRINTERSETUP). But how do I choose that the output should be
> directed to a file?

I never could produce PS output from OG that would be of acceptable quality.

> 2)
>
> I want to copy an entire object tree to another place in the memory
> (another variable). Can this be done, and how?

The simpliest way, especially if it is not to become a routine task, is
to save it to .sav file and restore into another variable.

Cheers,
Pavel

Subject: Re: object graphics to postcript and how to copy an object tree
Posted by David Fanning on Fri, 07 Sep 2001 16:04:12 GMT

Pavel A. Romashkin (pavel.romashkin@noaa.gov) writes:

> Jan Erling Staff wrote:
>>
>> 1)
>>
>> I have generated some graphics using objects, and now I want to save it to
>> an eps file without having to show the printer dialog
>> (DIALOG_PRINTERSETUP). But how do I choose that the output should be
>> directed to a file?
>
> I never could produce PS output from OG that would be of acceptable quality.

Humm. I've never noticed that PS output wasn't
of acceptable quality. I've never had any difficulty
either producing a PostScript file (although I don't
think it is possible to do this *without* using the

printer dialog) or directly on a PostScript printer.
You have to be sure to set the VECTOR keyword. About
the only thing I have noticed is that some of the lines
are awfully thin. I usually jack the THICK keyword
up a bit if I'm producing PostScript line plots.

>> 2)
>>
>> I want to copy an entire object tree to another place in the memory
>> (another variable). Can this be done, and how?
>
> The simpliest way, especially if it is not to become a routine task, is
> to save it to .sav file and restore into another variable.

Doesn't this work, too:

   newView = oldView

I've never tried it. But I can't believe it wouldn't
work just that wonderfully. :-)

Cheers,

David
--
David W. Fanning, Ph.D.
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Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: object graphics to postcript and how to copy an object tree
Posted by Pavel A. Romashkin on Fri, 07 Sep 2001 16:23:03 GMT
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David Fanning wrote:
>
>> The simpliest way, especially if it is not to become a routine task, is
>> to save it to .sav file and restore into another variable.
>
> Doesn't this work, too:
>
>   newView = oldView

Wouldn't that just create another reference to the same existing objects
instead of duplicating everything into another heap variable?
Cheers,

Pavel

Subject: Re: object graphics to postcript and how to copy an object tree
Posted by David Fanning on Fri, 07 Sep 2001 18:39:17 GMT

Pavel A. Romashkin (pavel.romashkin@noaa.gov) writes:

> Wouldn't that just create another reference to the same existing objects
> instead of duplicating everything into another heap variable?

Oh ... probably. :-)

Cheers,

David

P.S. Let's just say here is where you need that
neat COPY method I've seen in some of Martin
Schultz's objects.

--
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Subject: Re: object graphics to postcript and how to copy an object tree
Posted by btt on Mon, 10 Sep 2001 13:33:29 GMT

David Fanning wrote:
>
> Pavel A. Romashkin (pavel.romashkin@noaa.gov) writes:
>
>> Wouldn't that just create another reference to the same existing objects
>> instead of duplicating everything into another heap variable?
>
> Oh ... probably. :-)
>

>
> P.S. Let's just say here is where you need that
> neat COPY method I've seen in some of Martin

> Schultz's objects.
>

Caution! Use of Martin's BaseObject and BaseGUI is addictive. Yes,
Martin's base object is perfect for this use.

Ben
--
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