
Subject: Low quality with 'IDLgrClipboard' object
Posted by [Georg Wiora](#) on Sun, 19 May 2002 15:55:02 GMT
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Hi,

I tried to draw an IDLgrPlot object to an IDLgrClipboard object using
OClip->draw,oPlot,VECTOR=1

The clipboard contained an EMF/WMF graphics after that operation. But with the clipboard viewer and after inserting this object into a graphics program, it looked quite blocky with big pixels. Obviously it was not inserted as a vector graphics, but as a scalable bitmap.

Is that a documentation problem or am i using wrong parameters? The documentation says, that the graphics is converted to vector primitives, but it does not look like that. Increasing the resolution of the Clipboard object does only create finer lines, but not a higher resolution result.

Who knows about that?

Regards,

Georg Wiora
DaimlerChrysler AG
Research Center Ulm

Subject: Re: Low quality with 'IDLgrClipboard' object
Posted by [Pavel A. Romashkin](#) on Thu, 23 May 2002 15:31:39 GMT
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I think it has to do with the way previews are created. I have seen that and was concerned but the printouts were ok. On the other hand, the colors never came out right... But I have lost my hope with regard to that a long time ago, after realizing that I can write 3000 lines of data processing code in the time I need to make one plot to look nice. From then on, it is Adobe Illustrator that I use to see what the colors are going to look like.

Cheers,
Pavel

Georg Wiora wrote:

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> Regards,
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> Georg Wiora
> DaimlerChrysler AG
> Research Center Ulm

Subject: Re: Low quality with 'IDLgrClipboard' object
Posted by [Karl Schultz](#) on Thu, 23 May 2002 22:11:15 GMT
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"Georg Wiora" <georg.wiora@daimlerchrysler.com> wrote in message
news:1104_1021823702@news.daimlerchrysler.com...

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> into a graphics program, it looked quite blocky with big pixels. Obviously
it was not inserted as a vector graphics, but as a
> scalable bitmap.

I think it is vector graphics, but I'd have to see it to be sure. Can you
post a program that causes the problem? (or send to RSI tech support)

I just tried it with a simple plot and I think that there are a couple of
things that may explain what you are seeing:

1) IDL object graphics (in raster mode) draws text with alpha blending to

improve the appearance, similar to anti-aliasing. We can't do alpha blending in vector graphics, so the text is going to look a little more blocky. Is this (drawing text) what you mean by blocky?

2) It is really hard to tell what every "clipboard client" does with vector clipboard data. IDL sets the vector clipboard data up so that if you were to render it at its actual size, that is, one unit is one pixel, you would get the right picture. I notice that the Windows clipboard viewer magnifies the vector image considerably, which would make your lines look thicker and perhaps blockier. (Remember that an IDLgrPlot line may consist of a bunch of short segments that may render a little coarsely when highly magnified. I suspect that a single or straight line plot would look thick, but not blocky)

If you need confirmation that the clipboard data is really in vector mode, paste (you may need to use Paste Special) into a Word document and then resize it a few times. You won't "lose" any pixel data as you would with a bitmap. In addition, you can edit the image and select individual graphic primitives to edit.

You may also want to double check on your usage of Paste Special. If you wrote a bitmap image to the clipboard and then later wrote a vector one, then it is possible that you are pasting the bitmap, and may need Paste Special to explicitly ask for the vector version to be pasted. The clipboard can clip more than one thing at a time.

Karl
