
Subject: Object Graphics Printing

Posted by [btupper](#) on Wed, 23 Oct 2002 13:53:10 GMT

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Hello all,

I enjoy working with objects graphics when I can... until somebody wants a printout. Then I hate the dang stuff. It *always* seems like such a tinker-with-it-until-it-works experience. Hmph!

I have been daydreaming (again) about a generic tool much like FSC_PSCONFIG, that is, an interactive tool for placing/sizing object graphics on a printed page.

I gather from the object printing examples in 'What's New in IDL 5.5' the only things that need to be modified are

(1) the LOCATION property of the VIEW(s) to be drawn

and

(2) the SCALE properities of any of the MODELS contained in the VIEW(s).

It appears that one only needs to ascertain and save the initial properties of the view(s) and the models contained in the view(s). Then, relocate the views and rescale the models for the printer. Next, invoke the printer's draw method. Finally, restore the original properties of the view(s) and models. Piece of cake, maybe.

I find the example a bit hard to fathom because information about the object graphics window is used to scale/locate the object graphics onto the printer page. It makes it seem complicated and a bit adhoc... precisely my own experience.

My questions are...

(1) is it possible to properly size/place object graphics on a printer page given *only* the VIEW(s) and the PRINTER object?

(2) If it is possible to size/locate object graphics in a general way, can the concept be 'enlarged' to encompass any destination device (like the clipboard or buffer)?

Thanks!
Ben

Subject: Re: Object Graphics Printing
Posted by [David Fanning](#) on Tue, 29 Oct 2002 02:57:15 GMT
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Ben Tupper (btupper@bigelow.org) writes:

- > The tricky part with this is dealing with the default VIEW dimensions.
- > In this case, the programmer has allowed the VIEW dimensions to fit
- > the destination device (usually a window). A call to the VIEW's
- > getproperty method returns [0,0] for the dimensions of the view.
- > Oops, what kind of aspect is that? There's nothing to be done in
- > that case, except match the VIEW's dimensions to the DESTINATION (in
- > my case the printer - which doesn't have the same aspect ratio as the
- > VIEW.)

Yes, that's a problem, but I guess you could always argue that the user must have read the documentation and decided this is what they had in mind. :-)

I haven't run your program yet (still fixing bad line breaks caused by a 1960's era newsreader that stubbornly insists on fitting everything for output to 80-column punch cards), but have you taken into account that a location of (0,0) puts part of the output in the non-printable portion of the printer?

I've always found that a decidedly non-general printer fudge factor is also required. :-)

Cheers,

David

--

David W. Fanning, Ph.D.
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Subject: Re: Object Graphics Printing

Posted by [David Fanning](#) on Tue, 29 Oct 2002 03:22:47 GMT

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Ben Tupper (btupper@bigelow.org) writes:

```
> ;+
> ; NAME:
> ; FITASPECT
```

And then,

```
> FUNCTION Fit_Aspect, view, dest, $
>   margin = margin, Location = Location, $
>   Units = Units
```

I'm sure this is one of those "you say to-may-toe and I say to-mah-toe" kinds of things, but we probably ought to decide which it is.

I wouldn't even bring the subject up, but I hear that a recent candidate for a job at Research Systems was accused of having "a programming style like Fanning". Let's just say it wasn't immediately obviously if this was a complement or not. :-(

Apparently the distinction hinged on whether it is better to use capital letters in a natural and eye-pleasing way, or to sprinkle underscores all over God's creation. We'll let Ben have it both ways, since we don't want to confuse him. But what say the rest of you?

Cheers,

David

P.S. Let's just say this is just the thing to stir up the juices ahead of the big IEPA dinner on the 31st! :-)

--

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Subject: Re: Object Graphics Printing
Posted by [JD Smith](#) on Tue, 29 Oct 2002 15:32:59 GMT
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On Mon, 28 Oct 2002 20:22:47 -0700, David Fanning wrote:

> Ben Tupper (btupper@bigelow.org) writes:

>

>> ;+

>> ; NAME:

>> ; FITASPECT

>

> And then,

>

>> FUNCTION Fit_Aspect, view, dest, \$

>> margin = margin, Location = Location, \$ Units = Units

> Apparently the distinction hinged on whether it is better to use capital

> letters in a natural and eye- pleasing way, or to sprinkle underscores

> all over God's creation. We'll let Ben have it both ways, since we don't

> want to confuse him. But what say the rest of you?

Interestingly, almost all contemporary coding style suggestions for modern languages I could find specify visually segregating function calls from variables by using MixedCasePascalStyle for one and lower_case_underscore for the other. I've rarely seen an advocate of both styles throughout. That said, I think the overuse of capitalization is a grievance not to be taken lightly, one which most net users have learned, often by harsh rebuke, is TANTAMOUNT TO SHOUTING. Purveyors of this false truth can usually be excused as having been damaged early on by over-exposure to FORTRAN (ditto for GOTO). None of the coding style guidelines I've found recommend significant use of ALL-CAPS.

I weigh in on the side of the quieter, less visually obstreperous use of lower case variables and identifiers, saving upper case for spare and special purposes like certain comparisons (AND, OR, EQ, NOT) and keywords (device,/COLOR), which might otherwise get lost in the line noise. I like MixedCase (but not uppercase) Methods, and lower-case for most functions (except those associated with methods, or OO-like bundles of code). And I use syntax coloring, which both IDLDE and IDLWAVE do with aplomb, to provide additional visual differentiation.

Just the opinion of one,

JD

P.S. A comparison of the styles remains at:
<http://turtle.as.arizona.edu/idlstyle.html>

Subject: Re: Object Graphics Printing

Posted by [David Fanning](#) on Tue, 29 Oct 2002 16:04:51 GMT

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JD Smith (jdsmith@as.arizona.edu) writes:

> I weigh in on the side of the quieter, less visually obstreperous use
> of lower case variables and identifiers, saving upper case for spare
> and special purposes like certain comparisons (AND, OR, EQ, NOT) and
> keywords (device,/COLOR), which might otherwise get lost in the line
> noise. I like MixedCase (but not uppercase) Methods, and lower-case
> for most functions (except those associated with methods, or OO-like
> bundles of code). And I use syntax coloring, which both IDLDE and
> IDLWAVE do with aplomb, to provide additional visual differentiation.
>
> Just the opinion of one,

Of course, those of us who have been around long enough
know that programming style changes almost as often
as the whims of fashion. Those of us without a
strong moral compass are often buffeted back and forth,
and over a career our code looks about as sensible as
everything else in our closet. :-(

Cheers,

David

P.S. Let's just say I hope wide ties come back into fashion
soon, or I'm going to look damn funny laid out for my funeral.

--

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