
Subject: Re: printing IDLgrScene

Posted by [Antonio Santiago](#) on Wed, 25 May 2005 15:46:41 GMT

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Soren wrote:

> Hello,
> Thanks for the answers to my previous question on the colorbar. I
> ended up using Davids due to the easy range specification.
>
> I haven't been able to find any good solutions as to how to print a
> IDLgrScene object (while easily controlling position and scaling). It
> seems the examples found on this newsgroup and in the IDL
> documentation aims at controlling views.
>
> I have a scene consisting of 1) an image montage and 2) a colorbar.
> Is the only good way to print such a scene really to scale and
> translate the models of each view? It seems like a lot of work.
>
> I tried drawing to the IDLgrBuffer with the aim of gathering the two
> views in either an image object (via read()) or a matrix (via
> image_data prop) but resampling issues destroy the axis legends.
>
> Any hints appreciated!
>
>
> Soren

(Sorry for my poor english, I don't understand very well.)

Try with IDLgrPrinter if you want to print your graphics to a printer device.

Otherwise (if I am mistaking) try to normalize your coordinates so that your image and colorbar are put on the appropriate positions.

Sorrr, if this is an stupid answer :)

--

Antonio Santiago Piñerez

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Subject: Re: printing IDLgrScene

Posted by [newsgroupie2003](#) on Fri, 27 May 2005 20:53:23 GMT

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Hey Antonio,

Thanks for your answer.

I worked it out using the normalized coordinates. It was a bit of a hazzle calculating everything in normalized coords by accounting for both the aspect ratio of the image and that of the printer page, but now it works.

Thanks

Soren

Antonio Santiago <d6522117@est.fib.upc.es> wrote in message
news:<d726l1\$ejg\$1@defalla.upc.es>...

> Soren wrote:

>> Hello,

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>> ended up usings Davids due to the easy range specification.

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>> I haven't been able to find any good solutions as to how to print a
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>> Soren

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> device.

> Otherwise (if I am mistaking) try to normalize your coordenates so that
> your image and colorbar are put on the appropriate positions.

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> Sorrr, if this is an stupid answer :)

>
>
> --
> -----
> Antonio Santiago Píez
> (email: santiago<at>grahi.upc.edu)
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Subject: Re: printing IDLgrScene
Posted by [Antonio Santiago](#) on Mon, 30 May 2005 06:46:47 GMT
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Soren wrote:

> Hey Antonio,
> Thanks for your answer.
> I worked it out using the normalized coordinates. It was a bit of a
> hassle calculating everything in normalized coords by accounting for
> both the aspect ratio of the image and that of the printer page, but
> now it works.
>
> Thanks
>
> Soren
>

I don't know if you know it but IDL has the NORM_COORD function that scales [min,max] values between [0,1], and also exist other more usefull routine from David Fanning called NORMALIZED that normalizes the values between any other values: [0,1] or [-1,1] or anyone.

Bye.

--

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