Subject: Re: printing IDLgrScene Posted by Antonio Santiago on Wed, 25 May 2005 15:46:41 GMT View Forum Message <> Reply to Message Soren wrote: > Hello. > Thanks for the answers to my previous question on the colorbar. I ended up usings 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 coordenates so that your image and colorbar are put on the appropriate positions.

Sorrr, if this is an stupid answer:)

Antonio Santiago P�rez ( email: santiago<<at>>grahi.upc.edu www: http://www.grahi.upc.edu/santiago) www: http://asantiago.blogsite.org GRAHI - Grup de Recerca Aplicada en Hidrometeorologia Universitat Polit�cnica de Catalunya

Subject: Re: printing IDLgrScene
Posted by newsgroupie2003 on Fri, 27 May 2005 20:53:23 GMT
View Forum Message <> Reply to Message

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,
- >> Thanks for the answers to my previous question on the colorbar. I
- >> ended up usings 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 coordenates so that
- > your image and colorbar are put on the appropriate positions.

>

> Sorrr, if this is an stupid answer :)

Subject: Re: printing IDLgrScene
Posted by Antonio Santiago on Mon, 30 May 2005 06:46:47 GMT
View Forum Message <> Reply to Message

## Soren wrote:

- > 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

>

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.