
Subject: printing IDLgrScene

Posted by [newsgroupie2003](#) on Wed, 25 May 2005 14:52:01 GMT

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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
