Subject: Re: passing keywords from cgControl --> psconfig Posted by David Fanning on Wed, 21 Mar 2012 14:16:53 GMT

View Forum Message <> Reply to Message

Sebastian Schäfer writes:

- > I have a question about cgControl: I use it to directly create ps
- > files from my program like this
- > cgControl, create_ps=string

>

- > There are keywords for things like the ps-font etc, but how can I
- > change the margins of the plot (how much space is between the plot and
- > the margins of the ps-document)? PS_Start has a keyword for that
- > (xoffset and yoffset), but cgControl only has XOmargin which controls
- > the space between multiple plots.

Allowing the user to change the size and offsets of the PostScript window would pretty much negate the entire purpose of cgWindow and (by extension) cgControl, which it to provide a *resizeable* graphics window that can be controlled by the user. PostScript output is by design set to mimic the contents in the resizeable window.

If you want total control of PostScript output, there are other tools that allow this (e.g., PS_Start via PSConfig). Programs that run in cgWindow presumably already work in PostScript, so using these other tools is usually as simple as calling PS_Start with the appropriate keywords (or set the GUI keyword and do it interactively), running the program, and calling PS_End. Simple and efficient.

The way I would create larger margins, if that is what I wanted, would be to use a different POSITION in my graphics program, so that there was additional space on the outside of my plot.

Cheers.

David

--

David Fanning, Ph.D. Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.idlcoyote.com/ Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: passing keywords from cgControl --> psconfig
Posted by on Fri, 23 Mar 2012 10:49:16 GMT

View Forum Message <> Reply to Message

I didn't realize (well, I forgot) that cgwindow already sets those margins and also uses them in the ps-output. OFC the position-keyword did the job quite easily, thx!