
Subject: Re: PRINTER object

Posted by [davidf](#) on Tue, 09 Dec 1997 08:00:00 GMT

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Matthew Hanson (matt@ktaadn.com) writes:

- > Has anyone had problems with size when using the printer object?
- > When I print using the IDLgrPrinter object i have several problems.

Uh, yes. Lots and lots, to be exact. :-)

- > 1) The print dialog widgets don't work very well. If compression is
- > turned on then nothing prints and you are not told why.

Don't know about this. I have "compressed bitmaps" set to high and it seems to work, after a fashion.

- > After choosing
- > Print you then have to go to the Setup Printer Dialog. After you set
- > this up then it prints!?

I think this may be operator error. If you want to configure the printer, you call Dialog_PrinterSetup(). If you want to submit the job, you call Dialog_PrintJob(). There is no need to call them both. In fact, I don't think you *really* have to call either one. I call one or the other in my object graphics programs, depending on which button is selected.

- > 2) When it finally prints, the image (IDLgrScene) is a few inches wide
- > by about an inch in the lower left hand corner of the page, regardless
- > of the paper size setting.

Humm, I've seen this with images and the PRINTER device, but most of my scenes render into the full page. I'm using a PostScript printer. I haven't heard of anyone being successful using PCL printers. I haven't been able to get any output with an image in it to render correctly, but my experience is fairly limited. I'm probably doing something wrong.

- > Anyone else encounter these problems?

I'm trying to stick to the good ol' PostScript device whenever I can, although this is not possible, of course, with object graphics.

I'm hoping the IDL 5.0.3 release will have fixed some of these problems, but I haven't been able to set aside the 3 or 4 days necessary to download the 150 MBytes (or

whatever it is) of the new version. I'm planning to get a T1 line with the huge profits from my new IDL book so I can stay up to date with the latest software. :-)

Cheers,

David

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Subject: Re: PRINTER object
Posted by [davidf](#) on Wed, 10 Dec 1997 08:00:00 GMT
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Joseph Scott Stuart (nospam@ll.mit.edu) wonders about an earlier comment of mine when he writes:

>> I'm trying to stick to the good ol' PostScript device
>> whenever I can, although this is not possible, of
>> course, with object graphics.
>
> Could you elaborate on that? Why isn't it possible?

Object graphics in IDL is a separate graphics system, completely divorced from what we often think of as "normal" graphics in IDL, and what RSI calls "direct graphics." Object graphics use their own color model, their own windows (IDLgrWindow object), and their own printer support (through the IDLgrPrinter object).

Just as you can't display object graphics in "normal" IDL graphics windows, you can't send output to the "normal" hardcopy output devices (e.g., PCL, PS, CGM, etc.).

While it is possible to combine IDL direct and object graphics in the same application (RSI even recommends you do this in some cases), I have had difficulty doing it in practice, at least on 8-bit displays. I think the object graphics are terrific if you have a 24-bit display and an OpenGL accelerator and, probably, a color printer. But they are a little more trouble with the

usually hardware rift-raff I find around my place. :-)

Cheers,

David

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Subject: Re: PRINTER object
Posted by [nospam](#) on Wed, 10 Dec 1997 08:00:00 GMT
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In article <MPG.ef7c1035e6f49789896c6@news.frii.com> davidf@dfanning.com (David Fanning) writes:

> I'm trying to stick to the good ol' PostScript device
> whenever I can, although this is not possible, of
> course, with object graphics.

Could you elaborate on that? Why isn't it possible?

thanks,
scott

--

Scott Stuart
stuart at ll mit edu
