Subject: Re: clipboard objects and postscript (unix) Posted by davidf on Mon, 02 Nov 1998 08:00:00 GMT

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Sean O'Sea (seanosea@my-dejanews.com) writes:

- > Howdy, folks. I'm having difficulties with the Clipboard object in IDL on
- > unix. This is pretty much my first time posting anywhere; I was so impressed
- > by the helpfulness here that I decided to try it out.

Oh, it's a friendly place, alright. :-)

- > First, IDL saves to the PostScript "native format" file with a bitmap rather
- > than a "true" PostScript objecty-sort of "do this, do that" structure. That
- > is, in a normal PS file, you'll see at some point all the words of text
- > actually spelt out as "{X} goright {Axis}" or whatever, whereas IDL's PS just
- > has 1's and 0's.

> Is there a way to output a graphics tree in normal non-bitmap PS form?

No, I'm afraid not. This has been a topic of discussion here in the past. PostScript output is often considered the weak link in the object graphics hierarchy. RSI has been considering what trade-offs users would have to make to get "vectorized" output. If you feel strongly, you should make sure they hear from you about it.

- > Second, supposing there isn't, the simplest X Window clipboard utility,
- > xclipboard, can't seem to latch on to my attempts to increase the resolution
- > and dimensions of the clipboard object. Drawing to the clipboard at the
- > default res of 72dpi and default dim of 640x480 works fine: xclipboard
- > "converts" it nicely to a PS image with bounding box 640x480, but it's too
- > low of res for my purposes.

- > When I increase the res from 72dpi, leaving the dim at the default 640x480,
- > IDL adjusts the dim to keep res*dim constant. So if I double the res, IDL
- > halves the dim, leaving the effective resolution (amount of information)
- > constant. Finally, if I increase both the res and the dim, IDL hangs, and
- > xclipboard complains "failure to convert clipboard data". When I kill
- > xclipboard, IDL wakes up.

>

- > Is there a way to increase the res, making the file much bigger but the image
- > more detailed?

I am not familiar with XClipboard, but I have no difficulty increasing both the resolution and dimensions of the clipboard when I create the clipboard. I am working in IDL 5.2 (beta 2).

clipboard = Obj_New('IDLgrClipboard', dimensions=[1200, 1200], \$ resolution=[0.0352778, 0.0352778]*10)

How exactly are you trying to increase the resolution and the dimensions?

Cheers,

David

David Fanning, Ph.D.

Fanning Software Consulting E-Mail: davidf@dfanning.com

Phone: 970-221-0438, Toll-Free Book Orders: 1-888-461-0155 Coyote's Guide to IDL Programming: http://www.dfanning.com/

Subject: Re: clipboard objects and postscript (unix) Posted by davidf on Tue, 03 Nov 1998 08:00:00 GMT

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Sean O'Sea (seanosea@my-dejanews.com) writes:

- > I'm afraid the problem seems to be an unhappy xclipboard. RSI recommended
- > using the buffer object, instead, to avoid an intervening clipboard utility
- > entirely:

_

- >> The best alternative for creating a PostScript file from Object Graphics
- >> output is to render the graphics to an IDLgrBuffer object, which will,
- >> of course contain raster data. Then, using the IMAGE_DATA keyword to the
- >> GetProperty method of the IDLgrBuffer object, you can retrieve the
- >> graphics data into an image array. Finally, you can switch to the
- >> PostScript device (SET_PLOT, 'PS') and use the TV procedure to render
- >> the extracted image array to a PostScript file.

Sigh...It's come to this, has it? Well, with True-type fonts it just might work.

- > The IMAGE DATA keyword doesn't seem to be documented, at least in the 5.1
- > docs.

Recent experience suggests you try keywords that are defined for other objects. They seem to work more often than not. :-)

Cheers.

David

David Fanning, Ph.D.

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Subject: Re: clipboard objects and postscript (unix)
Posted by seanosea on Tue, 03 Nov 1998 08:00:00 GMT
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In article <MPG.10a7c85bb7a5e42e9896f9@news.frii.com>, davidf@dfanning.com (David Fanning) wrote:

- > No, I'm afraid not. This has been a topic of discussion here in
- > the past. PostScript output is often considered the weak link
- > in the object graphics hierarchy. RSI has been considering
- > what trade-offs users would have to make to get "vectorized"
- > output. If you feel strongly, you should make sure they hear
- > from you about it.

Ah, I see how that could be a difficulty--light sources and hidden objects and all. However, since much of object graphics is still just nuts and bolts 2d plots, where there wouldn't be any trade-offs that I can see, vectorized graphics seem actually a more natural complement to objects than rastering... I emailed RSI.

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- > difficulty increasing both the resolution and
- > dimensions of the clipboard when I create the clipboard.
- > I am working in IDL 5.2 (beta 2).

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- > PostScript device (SET_PLOT, 'PS') and use the TV procedure to render

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Thanks a lot!!! Sean O'Sea

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