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Subject: Re: Postscript-problem... :((  
Posted by [davidf](#) on Thu, 13 Nov 1997 08:00:00 GMT  
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A.Kuhr (rew032@isr141.isr.kfa-juelich.de) writes:

> We have a problem with the postscript output.....

Sigh...

> First we produce a plot on the screen, e.g. a xy-plot.

> Than, with a button, we do this:

>

> 'GTest' : \$

> BEGIN

> TVLCT, r, g, b, /GET

> Pict = TVRD()

> WRITE\_GIF, 'plottest.gif', Pict, r, g, b

> SET\_PLOT, 'ps'

> DEVICE, /COLOR

> TV, Pict

> DEVICE, /CLOSE

> SET\_PLOT, 'x'

>

> the gif-file is 'very' nice, but no good resolution for printing.

> therefor we store an additional ps-file.

> it has a nice resolution i think, but it shows not the xy-plot,

> only a orange rectangular instead..... :((((

>

> can anyone help?

If only you had asked this question after next week, then any of the people in my IDL Programming Techniques course next week would be able to give you the answer. :-)

The truth is, any of a number of things could be going wrong. I see several mistakes in this code. And even if the code worked, I am not sure the screen dump into a PostScript file will improve your output resolution, since a screen dump is, well, a screen dump. 72 pixels per inch is about as good as you can do.

But given that I am on the final pages of my book and I want to finish the damn thing today, here is what I can offer as a quick fix. Read the Producing Perfect PostScript Output articles on my web page. Not everything you need to know is in there (yet), but you will get some ideas. While you are there, pick up the program PSWindow.

Then try writing your program like this:

```
GTest' : $
  BEGIN
    TVLCT, r, g, b, /GET
    Pict = TVRD()
    WRITE_GIF, 'plottest.gif', Pict, r, g, b
    windowSize = PSWindow()
    SET_PLOT, 'ps'
    TVLCT, r, g, b
    DEVICE, /COLOR, Bits_per_Pixel=8, _Extra=windowSize
    TV, Pict
    DEVICE, /CLOSE
    SET_PLOT, 'x'
```

If that doesn't give you something other than an orange rectangle, then I suspect something may be the matter with the TVRD() command. I generally read from a pixmap instead of from the display to avoid occasional problems.

Cheers,

David

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