davidf@dfanning.com (David Fanning) writes:

> A.Kuhr (rew032@isr141.isr.kfa-juelich.de) writes:

>> Thank you very much, now not only an orange rectangle... :))))
>>
>> But 2 other problems occured.... :(((
>>
>> - the resolution of the printed postscript is very :(((to, like gif.....
>>   how get a 'nicer' picture...?

> Yes, it is a *screen dump* you are doing. Resolution is
> VERY low compared to true PostScript output. To get a nicer
> PostScript picture re-issue the exact same commands that got
> you that nice picture on your display. It would help if those
> commands were in a separate procedure. :-)
>
>> - something goes wrong with the colormap.
>>   on the screen I have colors from blue to red, on the ps only from
>>   blue to yellow...??
>>   whats going wrong..?

> Uh, probably you didn't do *exactly* what I suggested in my
> earlier message and reload those color vectors after you got
> into the PostScript device. :-)

Actually, I've seen this before---when you draw things in a TV window and
use the color tables, the output is truncated to the number of colors
available (which is typically less than 256, since some will be taken up
by the system, unless you have a 24-bit graphics card). However, that isn't
the case when you are using PostScript, so things may end up non-linear.

The test is to see if "Print, !d.N_colors" before you start your tvrd gives
you 256. If it doesn't, you have several options to get it right. The
easiest way is to pad out the R,G,B vectors to have 256 elements each,
then "tv, IMAGE < n_colors"
where n_colors = !d.N_Colors from before you started with the TVRD.

Joel
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        "...And I am unanimous in this" - Mrs. Slocumbe

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