Subject: Re: Coordinates and SHADE_VOLUME
Posted by davidf on Sat, 27 Jun 1998 07:00:00 GMT

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Terje Fredvik (tfredvik@astro.uio.no) writes:

> Another problem came up though, I can't write the image to
> file. Everything works fine when I'm plotting the images
> on the screen, but when I try to send the images to a ps-
> file, the computer responds "% Unable to allocate memory:
> to make array. Not enough space".
>
> The error occurs when I try to create the 3D image by using
> polyshade(v,p,/t3d). Why? When I'm in x-mode the resulting
> array is 450 by 650, so why does IDL want to make an array
> too big to handle when writing to file?

The PolyShade command actually creates an image. While
this image is 450 by 650 on your display it can be at
least a factor of 25 or so bigger than that in the PostScript
device, since the pixel size is a least 25 times smaller.

Simply execute the PolyShade command before you Set_Plot
to PostScript and scale the image with the usual XSize
and YSize keywords to the TV command.

Cheers,

David

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