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Subject: Re: Device's bits\_per\_pixel keyword

Posted by [Charles Cavanaugh](#) on Thu, 12 Nov 1998 08:00:00 GMT

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<HTML>

Harald,

<P>Thanks for your reply, but does your solution reduce only the file size, or does it

<BR>also reduce the plot size? I specifically want only the file size to be reduced.

<P>According to the IDL 5.0 Reference Guide Volume 1, on page 74, in the

<BR>BITS\_PER\_PIXEL keyword explanation :

<P><I>"IDL is capable of producing PostScript images with 1, 2, 4, or 8 bits per pixel. Using more</I>

<BR><I>bits per pixel gives higher resolution at the cost of generating larger files.</I>

<BR><I>BITS\_PER\_PIXEL is used to specify the number of bits to use."</I>

<P>I interpret that to mean bits\_per\_pixel has something to do with the size of the PS output.

<BR>Do I misunderstand you or the keyword explanation?

<P>Charles

<BR>&nbsp;

<BR>&nbsp;

<P>Harald Frey wrote:

<BLOCKQUOTE TYPE=CITE>bits\_per\_pixel has nothing to do with the size of the PS output, it is

<BR>just the number of bits that is adjusted to each pixel and allows

<BR>display in black/white or in any of 255 grey-levels. You have to use the

<BR>xsize and ysize keywords.

<P>set\_plot,'ps'

<BR> device,xsize=15.,ysize=15.,xoffset=3.,yoffset=5.,scale\_facto r=1.,bits=8,/color

<P>.

<BR>.

<BR>device,/close

<P>Harald

<BR>[hfrey@ssl.berkeley.edu](mailto:hfrey@ssl.berkeley.edu)</BLOCKQUOTE>

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