
Subject: Re: Device's bits_per_pixel keyword
Posted by [Harald Frey](#) on Wed, 11 Nov 1998 08:00:00 GMT
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Charles Cavanaugh wrote:

```
> I have a program that generates color postscript plots, and I want to
> make the files
> smaller. I have tried :
>
> set_plot, 'PS'
> device, bits_per_pixel = 2
> .
> .
> .
> device, /close
>
> but the file generated is only very slightly smaller than when I do
> not use the
> bits_per_pixel keyword. I've also tried bits_per_pixel = 1, 4 and 8,
> but the file
> size change is so very slight (and in some cases larger then when the
> keyword
> is not used).
>
> If anyone has been able to generate considerably smaller postscript
> files by using
> the bits_per_pixel keyword, please let me know how to do that. Thank
> you.
>
> I'm using IDL 5.1 on an SGI workstation running IRIX 6.5.1.
>
>
> Charles
>
> --
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>
```

bits_per_pixel has nothing to do with the size of the PS output, it is just the number of bits that is adjusted to each pixel and allows

display in black/white or in any of 255 grey-levels. You have to use the
xsize and ysize keywords.

```
set_plot,'ps'  
device,xsize=15.,ysize=15.,xoffset=3.,yoffset=5.,scale_factor=1.,bits=8,/color  
  
.  
.  
device,/close
```

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