Subject: Re: TV/postscript problem
Posted by R.Bauer on Tue, 24 Nov 1998 08:00:00 GMT
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philip aldis wrote:

> R Balthazor wrote:
>
>> However, each page of the postscript file is a horrible two-tone mess of
>> black and white, looking like it is an 'overexposed' photograph and
>> nothing like what was on the screen; and moreover, the TV,imageset is
>> larger than and displaced from the desired position.
>
>> - doing a single dataset read in case it was to do with multiple pages
>
>> written to the postscript file - but still the horrible mess.
>>
>> - using CONTOUR,dataset1,/FILL as an approximation to TV,imageset1; this
>> works perfectly (but I want more than 26 levels)
>>
>> - using WRITE_GIF; this works perfectly.
>>
>>
>
>>
>
> I'm not entirely sure if this is the problem and it may well be something a lot more
> complicated than I can cope with - but I noticed that on your device, ... you did not set
> bits_per_pixel=8, failure to do this means that the postscript file can only print with 16
> colours, which may have caused the problem.
>
> A second point I noticed is to do with the colours available. When you are working on the
> screen, you probably don't have all 256 colours available due to the window manager nicking
> some, however in postscript there are always 256 colours available. There are two options to
> correct this:
>

If you like to have on a unix 256 colors you should try in your startup file

window,0,xsize=10,ysize=10,colors=256
wdelete,0

I learned this from someone else from this news group

Unfortunately It don't work on a Windows PC.

>

> * If you want to scale the screen image to the number of colours available on the screen
> and then scale the postscript output to the number of colours available there then use
> TVSCL, instead of TV. This simply scales the image to the number of colours available.
> * Or if you want both images to be scaled to the same value - the number of colours
> available on the screen-, then after the set_plot, 'x' put scale_factor = !d.n_colors .
> !d.n_colors, as you may have guessed, is simply the number of available colours. Then
> when you tv the image, don't tv just the image but instead
>
> TV, bytscl(image, top=scale_factor)
>
> I hope this solves the problem, although there seems to be something more fundamental
> because I haven't been able to explain the positioning problems or the black and white only.
> I hope someone else can give you a slightly more informed answer than mine.
>
> cheers,
> Phil Aldis
