Subject: Question about shade_surf and Postscript output

Posted by staley on Fri, 11 Mar 1994 01:28:50 GMT

I have been using IDL's shade_surf procedure to generate PostScript output; but note this from the IDL manual:

  "If the graphics output device has scalable pixels [as PostScript does], the output image [of shade_surf] is scaled so that its largest dimension is less than or equal to 512."

  How do I override this? A 512x512 image printed on a high-quality color PostScript printer doesn't look very great. I'd like to force shade_surf to generate, say, a 2048x2048 image.

  Shade_surf has an option whereby it places the resulting shaded-surface image into an array (which presumably could later be send to a PostScript file), but this may not work either---since shade_surf also draws the axes and annotation (separately, I believe, from the shaded-surface image itself), these would have to be written separately to the PostScript file. And then the image would have to be written such that it was positioned and scaled *exactly* right, in order to fit the axes. This sounds like more trouble than it's worth.

  If anybody can help out on this matter, please send e-mail to staley@goshawk.lanl.gov or staley@math.arizona.edu. Thanks.

Martin