Subject: Re: best way to ps an image
Posted by Liam E. Gumley on Wed, 19 Jan 2000 08:00:00 GMT

View Forum Message <> Reply to Message

rgs wrote:

> This is kinda a dumb question that I'm pretty
> sure I know what to do, but I'm interested to
> see if anyone has already done this, and has a
> good solution.
>
> I am outputing data into a plot window (in direct graphics)
> that requires a large number of solid polyfill rectangles
> (on the order of a few million).
> When I write this to postcript, it makes a huge file
> (50 meg up to ~few hundred), and of course is slow
> to print and view etc.
>
> (drawing to screen isn't a problem. Sure it takes a few seconds,
> but no big deal.)
>
> Obviously making an image would create a much
> better printer file.
>
> Question:
> What is the best (publication quality) way to create
> an image file of graphical output? I would prefer
> postscript, to be consistent with all the other
> figures I do. Are there any scalable image formats?

If you render the image on-screen, then SAVEIMAGE will capture it to a
GIF, JPEG, TIFF etc:
http://cimss.ssec.wisc.edu/~gumley/imagetools.html

You can print the resulting image using whatever image display tool you
have available. On a PC, insert the image into a word processor document
and print it from there. On a UNIX box, display the image in xv, save it
to Postscript format, and print the Postscript version.

Cheers,
Liam.