
Subject: Re: Question about shade_surf and Postscript output

Posted by [hofer](#) on Mon, 21 Mar 1994 19:27:14 GMT

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In article <2lohgi\$skq5@obsidian.math.arizona.edu>, staley@math.arizona.edu (Martin Staley) writes:

>
> 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.
>
> Martin

Can you post any results since I'm looking for an answer for the same question.

Thanks in advance.

Remo Hofer

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