
Subject: Re: thumbnails

Posted by [mchinand](#) on Tue, 06 Mar 2001 17:50:59 GMT

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In article <MPG.150ed0047c674e33989d7f@news.frii.com>,

David Fanning <davidf@dfanning.com> wrote:

> steve (nobody@nowhere.com) writes:

>

>> As I suspected, thanks for confirming that. As long as I'm talking to a
>> guru: is there an image format I can use that will display nice in say,
>> powerpoint, and also produce nice postscript output? I write all my
>> routines to display to my X display (in Linux) and then I switch to the
>> PS device and send everything to a .ps file, making some minor adjustments
>> for special cases (like bitmapped images mixed with line-art). This makes
>> very nice postscript output, but now I'm trying to fix what should not
>> need to be fixed: I'm taking a scalable format (postscript) and producing
>> a non-scalable thumbnail (bitmap) for display. I don't want to just dump
>> my X display to a bitmap format like tiff, gif, jpeg. Since I'm using a
>> *nix-like system, is there something else I should be doing? I'm a little
>> afraid of things like Windows Meta File, since Win-xx usually makes postscript
>> a real chore, and actually, I don't see it in my IDL help. Any suggestions?

>

> You might try something like CGM output. Some

> software is able to read and display those

> files nicely. I've never used it myself.

>

> I tend to use JPEG files for nearly everything.

> Sometimes if I need great looking viewgraphs

> I'll do the "scale everything by 4" trick that

> I have talked about previously in this newsgroup.

> I use the Z-buffer at 4x resolution, use true-type

> fonts, set all thickness, character sizes, etc to

> 4x. Take a snapshot, reduce the image by 4x, and

> make a JPEG file out of that. It produces some

> lovely viewgraphs...sometimes. :-)

>

> I'm not sure you are going to have your cake and

> eat it too with IDL. (Or with your computer, for

> that matter. The only computer I know of that was

> fabulous at showing great looking preview images

> was the Next computer using Display PostScript as

> it's rendering language.)

>

> Cheers,

>

> David

What I have used to do this is convert the eps file with pstoeit to the

