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Subject: Re: Resolution

Posted by [Craig Markwardt](#) on Tue, 30 Oct 2001 03:53:44 GMT

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monache@met.sjsu.edu (Luca Delle Monache) writes:

> Hi there,  
>  
> I'm a beginner, so, sorry if the question is a low level question.  
>  
> I'm plotting an array using psym = 6 (square).  
> On my scree, the squares do not look all the same! Also, printing a  
> PNG file built with WRITE\_PNG, I see the same problem.  
>  
> How I can avoid that problem? I mean, how I can create a better  
> quality plot in PNG format?

I believe the answer to your question is that your plotting symbol is actually not an integer number of pixels wide. Therefore, depending on where the symbol appears in the data viewport, it might consume N or N+1 real pixels, depending on the rounding error at that particular position.

The easiest solution is to give your plot more resolution. This can be accomplished by making the plot window bigger (more pixels per plot), or by outputting to postscript (which has effectively infinite resolution). Beyond that you could probably build your own symbol as a bitmap and then use TV to put it on screen, but this might get ugly with data-to-device coordinate conversions.

Good luck!

Craig

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