
Subject: Re: color_quan(...., Cube=6) makes white white, but ...
Posted by nobody@nowhere.com (S on Tue, 30 Apr 2002 18:37:58 GMT
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On Tue, 30 Apr 2002 09:35:16 -0600, David Fanning <david@dfanning.com> wrote:

> I just tried a fairly complicated scene with a map, image on map,
> colorbar, etc. Made a PS file in IDL. Converted that to an EPS
> file in Ghostview with several different types of preview images
> (TIFF, Windows metafile, etc.). All behaved perfectly in Windows,
> allowing scaling, etc. Preview looked like, well... a preview. But
> all printed nicely.

>

> Interestingly, if I made an EPS file in IDL, then the bounding
> box was made too small and some of the text of my colorbar was
> cut off. (This happened in IDL 5.4 and 5.5. Is this a bug?)
> But scaling, printing, etc. were all as I expected.

>

I ended up making PS and using gsview to make EMF files on a Windows98 machine. I'll have to go back and make some EPS files w/preview and compare the two. Incidentally, it's usually the text that is spoiled in the conversions.

<snip>

>> and a PC at the time. But I don't run in to too many who know, much less use
>> TeX anymore :P !

>

> A pity, because TeX was something that separated the programmers from
> the wantabees. :-)

>

let's hope history is not repeated with IDL! ('naw ... never happen ;-) !).

> Cheers,

>

> David

> --

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