
Subject: Re: Problems importing IDL postscript from TV output into Adobe Illustrator
Posted by [Mark Hadfield](#) on Tue, 21 May 2002 21:56:56 GMT

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"Eric Jensen" <ejensen1@swarthmore.edu> wrote in message
news:245670e3.0205211057.466f3b5e@posting.google.com...

> I'm using IDL 5.3 under Linux to create some postscript files that
> I'd like to include in an Adobe Illustrator document. This works
> fine with line drawings (PLOT, CONTOUR, etc.) but if I create a
> postscript file using TV (or David Fanning's TVIMAGE), I cannot
> import it into Illustrator.

To open and edit a Postscript file, Adobe Illustrator needs to convert
the Postscript painting operators in the file into its own
format. This is intrinsically more difficult than rasterising a file,
which is what a Postscript interpreter does (like Ghostscript or the
interpreter in your printer).

Images written to IDL Postscript files are represented with
Postscript's image operator (seems reasonable). Other
vector-conversion utilities do not handle this operator. For example
pstoedit (<http://www.pstoedit.net/>) does not support it and my
experiments show that the ps2ai (Postscript to Adobe Illustrator)
converter in Ghostscript silently omits images.

I have wondered whether Adobe Illustrator or Corel Draw could import
images, but never got round to finding out. Your experience suggests
they don't.

If this is correct then sorry, I don't have any good, simple
solutions. Here are some not-so-good or not-so-simple ones:

- Save your plot in a bitmap format (eg PNG) and import that into
Illustrator. If there's vector information in the plot (axes or
whatever) you will get best results by saving them separately and
combining them inside Illustrator.
- Use a different method in IDL to generate the plot. The object
graphics IDLgrSurface or IDLgrPolygon objects can be used to
represent an array of pixels. (I have routines that do this.) The PS
output generated from these *can* be converted to AI format.

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