
Subject: Problems importing IDL postscript from TV output into Adobe Illustrator
Posted by [ejensen1](#) on Tue, 21 May 2002 18:57:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

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. When I try to open the postscript file in Illustrator or place it into an Illustrator document, one of two things happens:

1. If I created the postscript file without setting it to be encapsulated (i.e. 'device, Encapsulated=0'), I get the error "The MPS parser is unable to parse the file".
2. If I create an encapsulated postscript file (using 'device, Encapsulated=1') then the open just fails silently. It opens an empty document (or if I'm placing an image in an open document, nothing happens - I don't even get an empty rectangle indicating a blank object placed there).

Note that Illustrator doesn't need an embedded preview - it will quite happily display non-encapsulated postscript files with no previews that I've created in IRAF or PGPLOT (or even IDL with PLOT, but not with TV).

Choice of color table doesn't seem to matter, nor does using /COLOR or not for the postscript device.

Under Linux, I can open the offending postscript files with ghostview, and they print with no problem.

Does anyone have any idea what's going on, or other things to try? I've looked around David Fanning's book and website and didn't find any clues there, nor is there anything obvious in Adobe's Illustrator support docs on their site.

My system: IDL 5.3 under Redhat Linux 6.2; Illustrator 10.0.1 under Mac OS X 10.1.3

Here's a minimal program that will generate a postscript file that causes this problem:

```
pro test_tv, myfile, encap

loadct, 0
set_plot, 'ps'
```

```
device, file=myfile, Encapsulated=encap
; Make a 100x100 image with random pixels from
; 0 to 2^8 (to get random 8-bit grayscale pixels)
x = randomu(seed, 100, 100)*(2.^8 - 1)
tv, x
device, /close

end
```

Thanks in advance for your help.

Eric Jensen
Dept. of Physics and Astronomy
Swarthmore College
