Subject: Re: OG polygon to EPS problem
Posted by mvukovic on Tue, 03 Sep 2002 16:00:14 GMT
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"Karl Schultz" <kschultz@devnull.researchsystems.com> wrote in message
news:<akoph2$rd8$1@news.rsinc.com>...
> "David Fanning" <david@dfanning.com> wrote in message
> news:MPG.17d95dd7d6f4b57298998b@news.frii.com...
>> Mirko Vukovic (mvukovic@taz.telusa.com) writes:
Two replies

David:

>> Have you tried removing the VECTOR keyword? What happened?
>> I should think you would get a nice polygon surface. That's what
>> I get when I save FSC_SURFACE output without setting the
>> VECTOR keyword, anyway.

The little test routine used the Vector kwd. That is when the problem
of the black polygons appears.

Kar:
> If you insist on using vectors, I found a workaround for the original
> problem. If you specify VERT_COLORS, you'll avoid the bug and draw that
> pyramid with hidden line removal. Since your polygon is black, just add
> "oPolygon->SetProperty, VERT_COLORS=BYTARR(3,5)", or initialize the
> vert_colors array to whatever color you need.
>
On my real data it worked, almost (it is more complex than the flat
figure I submitted). IDL generated the plot OK, but when I exported
into eps, the polygon lines were not of constant thickness. Some were
thicker than others, and some non-existent.

Furhtermore, I'm a bit unhappy with the tick-marks in eps output.
They are not parallel. I suspect it is due to the drawing commands
were geared to a pixelated device and being literally translated to
the vector output). I'll try to come up with a little test routine,
but it will take time, as I am not versed in OG.

I am also re-considering my insistance on eps. After all, all I need
is file that can be included into a print version of a document.
Thus, I need a high resolution output file. So I'll try to figure
that one out. I've seen several kwds dealing with dimensions and
pixels.

The reason I prefer eps, is that I can easily include it into latex
documents, and also convert it after the fact to any format I want
(tiff, jpeg, png, bmp, etc) using ghostscript. This last format (etc)

is a proprietary format with which I will achieve world domination of
picture and figure formats :-)

Thanks to all so far.

Mirko
