
Subject: Nice Postscript output from shade-surf? Xsize in polyshade?

Posted by [solter](#) on Wed, 18 Jan 1995 17:18:33 GMT

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Hi,

I would like to get a good output in postscript out of the shade_surf-routine of PV-Wave. But if the device has scalable pixels, the output image has dimensions less or equal to 512. This is not good enough.

How can I get a better resolution?

My idea was to write a routine similar to shade_surf, in which the shading is be done by polyshade. Following the documentation, the keywords xsize and ysize should allow to specify the dimensions of the image.

But in my program this seems to work only, if xsize and ysize are equal to the resolution of the display, which results in an insufficient memory error.

With smaller values for xsize and ysize I always got messages like this:

POLYSHADE: Vertex 86: X,Y out of range .

There must be a simple error in my program, but where?

Here are the main steps of my program:

```
surface,z,/nodata,/save
```

```
poly_surf,z,verlist,pollist,pgnum
```

```
xsize = !d.x_vsize/fact
```

```
ysize = !d.y_vsize/fact
```

```
image = polyshade(verlist,pollist,/t3d,/data,xsize=xsize,ysize=ysize )
```

```
tv,image
```

```
surface,z,/nodata
```

Regards,

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