
Subject: Re: overcome postscript transparency ?
Posted by [Haje Korth](#) on Mon, 23 Aug 2004 11:47:28 GMT
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Klemens,
AFAIK, transparency is only possible in Level 3 format and IDL does not support it. I ran into this problem when trying to bring some alpha blended objects to paper. Result: NOT POSSIBLE!

Cheers,
Haje

"Klemens Barfus" <klemens.barfus@forst.tu-dresden.de> wrote in message news:2otkkhFdsdjoU1@uni-berlin.de...

> Hello David,
> there seems to be the possibility for transparency in postscript plots.
> Googling I found something called the alpha transparency described for
> example in
> www.tinaja.com/glib/alphadem.pdf
> The question is now: is there keyword in IDL to change these
> transparency ? Or do I have to change / can I change the transparency in
> the postscript file, when I open it with the text editor ?
> Searching for the word alpha in the postscript file, I have not found it.
> - by the way: I use IDL Version 5.2.1 -
>
> Thanks for your help !
>
> Klemens
>
>
> David Fanning wrote:
>> Klemens Barfus writes:
>>
>>
>>> is there any chance to overcome the transparency of postscript plots.
>>> Making a 3 dimensional plot, the post script output looks bad because of
>>> the transparency of the -poly- filled areas. But I do not know in
>>> advance, which areas have to be plotted because they can be seen in the
>>> completed plot. Otherwise, the same plot in tif format looks bad even if
>>> I scale up the window to 2400 x 2400 pixel, especially the font, but the
>>> lines, too.
>>> -working with direct graphics-
>>> Any suggestions ?
>>
>>
>> As far as I know, there is no "transparency" in PostScript
>> output. If you are having problems with this, it is

>> probably due to the order in which things are being
>> drawn. Can we see some code? A picture of a plot?
>> Something that might give us a clue?
>>
>> Cheers,
>>
>> David
>>
>
