Subject: The answer: overcome postscript transparency ?
Posted by Klemens Barfus on Mon, 23 Aug 2004 09:37:30 GMT
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Hello together,

Sometimes the solution to your problem is sitting next to you - but not
on Saturdays, when I posted the first message :-)
The transparency was created by the ghostview anti aliasing algorithm
and not by the IDL program. Changing the display settings in ghostview
or displaying the postscript in Photoshop determined the -transparency- .

Klemens

Klemens Barfus wrote:

> 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 becauce
>>> 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, espacially 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
>>
>
