
Subject: Re: Fixing ragged edges in shade_surf PS output
Posted by [Paul Van Delst\[1\]](#) on Wed, 15 Dec 2004 17:42:39 GMT
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Liam Gumley wrote:

> Paul Van Delst wrote:

>

>> Hello,

>>

>> I just output a shade_surf image -- which looked terrific onscreen -- to
>> a PS file. The PS display shows the edges of the surface as really
>> ragged. I expect some of that, but I also expect the PS output to be
>> as good as the screen display. Is there any way to "fix" this? Some
>> setting of the device keyword maybe? I'd like a direct graphics
>> solution too if anyone has one. I reproduced the same plot in iSurface
>> but ... well, suffice it to say my patience wears thin a lot faster
>> than it used to.

>>

>> Thanks for any hints,

>>

>> paulv

>

>

> Try the PIXELS keyword, e.g.,

>

> shade_surf, z, x, y, pixels=1000

>

> The PIXELS keyword sets the maximum size of the image rendered by
> SHADE_SURF. This keyword is honored on devices with scaleable pixels,
> (notably the PS and CGM devices), and is ignored otherwise. See p. 279
> of my book for more details.

Byooteful output now. On ya. I would've checked your book up front but it's the one text I have trouble keeping on my shelf. :o(I have 5 Fortran95 books and 1 Fortran2003 book that I can't seem to get *anyone* to read. Sigh.

As an aside, I use shade_surf a lot and I don't ever recall not getting nice looking output first pop - I've never needed to use the pixels keyword before. But all is well now - and just in time for my 1 o'clock meeting! Phewph!

shanx,

paulv

--

Paul van Delst
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