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Subject: Re: Fixing ragged edges in shade\_surf PS output  
Posted by [Liam Gumley](#) on Wed, 15 Dec 2004 17:12:55 GMT  
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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.

Cheers,  
Liam.  
Practical IDL Programming  
<http://www.gumley.com/>

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