## Subject: Re: Fixing ragged edges in shade_surf PS output
Posted by David Fanning on Wed, 15 Dec 2004 16:12:22 GMT

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Paul Van Delst writes:

> I just output a shade_surf image -- which looked terrif 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.

Now, now...

What exactly do you mean by "shade_surf image"? The
actual shaded surface, or the image returned by the IMAGE
keyword? Did you execute the Shade_Surf command while
in the PostScript device? What command are you using
to "output to a PS file"?

Cheers,

David

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