
Subject: Re: Object graphics output police (ilimage)
Posted by [Randall Skelton](#) on Fri, 13 May 2005 17:24:27 GMT
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Many thanks for the replies. However, I thought this was a 'simple' graphic ;) In my real plot, the bitmap image is included to try and give some sense model grid-box size before adding contours, wind vectors, and symbols/text annotations for various observations. Thus, there are real, vectors that I'd like to preserve in the output as well. The truly correct way of doing this probably involves drawing each grid-box as a filled polygon but I was trying to cheat. Yes, the 'square' pixels aren't perfect, but they'd get my point across in this case.

More generally, my obsession with vector graphics stems from them generally being a more flexible and useful format. Licensing restricts me to using IDL when connected to the net so if I need to edit some text quickly I can fire up Adobe illustrator or Corel draw and simply edit the text. Likewise, with fine adjustments of arrows and axes and the thickness of certain contour lines. Lastly, It is common practice for nice, illustrative figures to be recycled for years--- long after the people/scripts that created them have disappeared.

Trying to quickly edit a bitmap image is an absolute nightmare and it never looks as good as it should when you are done. The default image sizes being output by IDL (and iTools in particular) generally result in very poor quality figures for paper publications. I know it isn't rocket science but, if I had a nickel for every time I've seen a powerpoint talk or a paper with badly scaled bitmap figures, I'd be wearing gold suits.

I'll probably just revert to using filled contour lines and forget about the grid boxes for the moment.

Cheers,
Randall

NB: who do I write to for requesting getting native pdf output again?
