
Subject: Re: IDL postscript graphics

Posted by [Mark Hadfield](#) on Mon, 10 Oct 2005 02:16:48 GMT

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IDLmastertobe wrote:

```
> hi everyone,
>
> i am trying to print a 3D image in postscript format. I used to get the
> image and print the image into ps just the way i would print it as jpeg.
> but i found the quality is not good at all. Dr. Fanning suggested to use
> IDLgrClipboard and i am using the following code (most of the code were
> continued on from previous programmer):
>
> name=getinput('Enter File Name')
>   file=dialog_pickfile(title='please select a directory',/directory)
>   IF file EQ " THEN RETURN
>
> ; Reconstruct the color table:
> TVLCT, r,g,b, /GET
>
> filename = file + name + '.ps'
>
> !P.FONT=0
>
> ; Set the plotting device to PostScript:
> SET_PLOT, 'ps'
>
> DEVICE, /TIMES, FONT_INDEX=3
> DEVICE, /SYMBOL, FONT_INDEX=7
>
> DEVICE, file=filename, BITS_PER_PIXEL=8, /COLOR
>
> LOADCT, 0
>
> clipboard = Obj_New("IDLgrClipboard", Dimensions=[4,3], Units=1, $
>   Resolution=[2.54/300., 2.54/300.])
>   clipboard->Draw, sState.oView, Filename=filename, /PostScript, /Vector
>   Obj_Destroy, clipboard
>
> ; Close the file:
> DEVICE, /CLOSE
> set_plot,'win'
>
> however i found in the resulting ps file, the image is a white plane.
> there is no color at all. i tried to play with the colortable and found no
> solution. does anyone know why? I appreciate your time and patience.
```

The problem is that you are using two completely different graphics

systems (Direct Graphics and Object Graphics) to write to the same file.
Not a good idea.

A second, minor, issue is that your code for selecting the file name is a little klunky. The IDL function `DIALOG_PICKFILE` lets the user select the file name and directory in one operation

Try replacing the above with

```
filename = dialog_pickfile(/WRITE, FILTER='*.eps')
if strlen(filename) gt 0 then begin
    clipboard = Obj_New("IDLgrClipboard", Dimensions=[4,3], Units=1, $
        Resolution=[2.54/300., 2.54/300.])
    clipboard->Draw, sState.oView, Filename=filename, $
        /PostScript, /Vector
    Obj_Destroy, clipboard
endif
```

I don't guarantee this will work, because I can't vouch for the code written by the "previous programmer", but at least it *could* work, which is an improvement :-)

--

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