paulartcoelho@gmail.com writes:

> wow, it looks exactly as i wanted. unfortunately Christopher reminded
> me of a important point: i also need PS output ... :(
> object graphics don't do it, right? (or wrong?) looks like i'll have
> to find a compromise...

Perhaps the problem is that the FSC_SURFACE interface doesn't make
explicit how to do it. But I just created what looks to me to be
perfectly acceptable PostScript output by selecting the
Print -> Full Color Printing option and then selecting a
PostScript printer in the Printer dialog, and "Print to File"
option on that Printer. Opening the file in GhostView (I
don't have a PostScript printer on this machine) reveals
a perfectly acceptable (but large) bitmap version of the
graphic. I have every reason to believe it would print in
acceptable resolution.

Perhaps I'll have a few minutes later today to make
this and the vector option to PostScript more explicitly
available in the interface. In the meantime, here is an
article that describes how it can be done in object graphics:

   http://www.dfanning.com/object_eps.html

Cheers,

David
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")