
Subject: Re: crazy contour

Posted by news.qwest.net on Wed, 02 May 2007 20:13:41 GMT

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"Ed Hyer" <ejhyer@gmail.com> wrote in message

news:1178135490.340567.286010@e65g2000hsc.googlegroups.com.. .

> Bob,

>

> In my experience, 25MB, 50MB, 75MB, 130MB, right on up until a crash,

> when you use CONTOUR,/CELL_FILL in a PostScript context. I'm sure

> someone else could explain it better, but PostScript files have a

> raster resolution which is used internally by IDL, which is best

> described as "very, very high." I don't know how to determine the

> "effective raster resolution" that CONTOUR is using.

>

> When I have to do these plots, I make the contour plot using /

> CELL_FILL in the Z buffer, and then place it on the PS image. It would

> be nice if we could put some "pixel-size" magic into CONTOUR (like TV

> has), but I'm not aware of any solutions along those lines.

>

> --Edward H.

I will look into the z buffer approach (both you and David mentioned it)

the next time I come across a similar problem. The rotated shade_surf

works well too (for a scalable postscript file).

Thanks,

bob
