
Subject: Re: Using Postscript & Colours in IDL
Posted by [David Fanning](#) on Mon, 28 Jan 2008 14:45:16 GMT
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chloesharrocks@gmail.com writes:

> PS. What do you mean by a "postscript device" (as I said - COMPLETE
> NOVICE HERE!)? Is that referring to the software I use to open the ps
> files or something else entirely?

IDL draws graphics commands to a "graphics device". There are several kinds of "graphics devices". One is your display, which is probably named "X", another is PostScript, named "PS", another is the Z-graphics buffer, named "Z", etc. IDL can only draw graphics to one graphics device at a time. The one that is being used currently is stored in !D.NAME. So, to find out which one you are using (that is to say, where your graphics are going to go), type this:

```
IDL> Print, !D.Name
```

You select other graphics devices with the SET_PLOT command:

```
IDL> Set_Plot, 'PS'  
IDL> Set_Plot, 'X'  
IDL> Set_Plot, 'Z'
```

You use the DEVICE command to "control" the graphics device. That is, to set it's properties and the way it works. But, the keywords you can use with DEVICE depend entirely on which graphics device is the current one when you issue your DEVICE command. (This is why your DEVICE, DECOMPOSED=0 command sometimes works and sometimes doesn't. Sometimes you are using a device that supports it and sometimes you aren't. You have to know when you are and when you aren't!)

Cheers,

David

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")
