
Subject: Re: eps output with xplot or fsc_surface
Posted by [humanumbrella](#) on Mon, 28 Jul 2008 16:10:18 GMT
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On Jul 28, 11:23 am, David Fanning <n...@dfanning.com> wrote:

> Justin writes:

>> I'm getting a strange bug with eps output from David's xplot -- and I
>> was wondering if anyone else has found/fixed this issue?

>

>> Here's the deal, so when I have the size of the window is, for
>> example, 368x264 pixels --> then I choose output->EPS (300 DPI) --
>> then I import it into ImageReady --> and the image size is now
>> 84x48... Err?

>

>> Now, when I make the window size -> 1058x915, at 300 DPI it comes out
>> as 250x205

>

>> What is going on here? I've added additional options to go even
>> higher DPI, and the problem seems to get worse.

>

>> Do I need to increase the dimensions that get passed in or something?

>

> Like pretty much everyone else who tries to get PostScript
> output from object graphics programs, I generally throw my
> hands up in the air in disgust. There is no rhyme or reason
> to it. It just flat out sucks.

>

> I've checked all the inputs to the IDLgrClipboard object
> that is outputting this XPLOT information to the file.
> It all conforms to the IDL documentation. I can't account
> for the sizes you see when you input this file. Even
> Photoshop is totally flummoxed by it.

>

> I've even fooled around this morning trying to write this
> output directly to a PostScript file using the method outlined
> in this article:

>

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

>

> This results in a PostScript file that cannot be opened with
> either Photoshop or GhostView. (IDL 7.0.1 on Windows.)

>

> I can send the output directly to a printer, but I cannot control
> the size of the output, etc. It takes up the whole page and, of course,
> has the wrong aspect ratio.

>

> So, I'm as confused as you are. It is one of the eternal mysteries,
> I guess. :-(

>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

I have figured it out and fixed the problem, in a few minutes I will
make a post about it.
