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Subject: best image plotting routine

Posted by [R.G. Stockwell](#) on Fri, 08 May 2009 05:39:33 GMT

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I often use a simple contour command (with /fill) to plot an image, however that is not practical for very large images with NaNs in it. One must use /cell, and that takes forever to render, and creates 120mb postscript files.

what is the best routine to use to create this plot of an image?  
Note there are 2 requirements.

1) it must accept "all" graphics keywords.

- i use xtickformat to print julian days for instance, ytickv, ytickname, log axis, etc

2) it must create scalable and small postscript files

- a bitmap into a postscript is not acceptable. the quality is too low for publication.

I've just spent a while wrestling with this, and because I had to get it done now, ended up using  
> shade\_surf, ax=90,az=0, shade=data,ztickname=blank

which is wonderful, and quickly creates a nice small postscript file, but obviously this is a huge waste (2D -> 3D -> 2D).

cheers,  
bob

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