
Subject: Re: How to create a transparent shadow on the PostScript device?

Posted by [David Fanning](#) on Mon, 10 Aug 2009 14:04:53 GMT

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duxiyu@gmail.com writes:

- > There is a method to create a transparent polygen in David's website.
- > http://www.dfanning.com/code_tips/transpoly.html
- >
- > But it seems that it does not work on the PS device.
- > Is there anyone who can give me a simple example of creating a
- > transparent shadow on the PS device?

Well, you understand this article describes a hack, right?

But, that said, there is no reason it wouldn't also work in PostScript. Of course, the problem is that we are working in screen resolution, rather than PostScript resolution. If you have plenty of memory, you could try upping the resolution (maybe in the Z-graphics buffer), or (and I think this is what I would try) just work with the "image" inside the axes by using the parameters to TVRead to take just the portion of the plot inside the axes. Then, after transferring that to the PostScript file as an image, add axes to the image using true PostScript resolution.

Depending, of course, on what is inside the area of the image you want to work with, this may or may not give you an acceptable solution.

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.")
