
Subject: Re: More cgplot, ps_start, ps_end problems

Posted by [Gray](#) on Sat, 19 Feb 2011 20:10:00 GMT

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On Feb 19, 2:59 pm, Gray <grayliketheco...@gmail.com> wrote:

> On Feb 19, 1:35 pm, David Fanning <n...@idlcoyote.com> wrote:

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>> David Fanning writes:

>>> Well, actually, it appears ImageMagick is struggling a bit

>>> with encapsulated PostScript files. I'll have to look into

>>> this some more. I've never tried to turn encapsulated

>>> PostScript files into raster files, so I don't know what

>>> that problem might be.

>

>> I am beginning to suspect that the encapsulated PostScript

>> files IDL produces might be the culprit here. Here is what

>> I have done.

>

>> I created a simple encapsulated PostScript file in IDL.

>> I tried to read this file in Adobe Illustrator. I couldn't

>> open it.

>

>> I opened another similar image file in Adobe Illustrator

>> and saved that as an encapsulated PostScript file.

>> ImageMagick had no difficulty creating a PNG file from

>> that encapsulated PostScript file.

>

>> I created an encapsulated PostScript file from an iPlot,

>> and tried to open this in Adobe Illustrator. It complained

>> about a missing font, but it opened the file just fine.

>> This file was also able to be converted to a PNG file

>> by ImageMagick just fine.

>

>> So, the culprit seems to be the traditional PostScript

>> device driver.

>

>> I seem to recall something about problems with IDL

>> encapsulated PostScript output, but I can't put my

>> finger on it. Does anyone remember? I am running

>> IDL 7.1.1 on Windows

>
>> Cheers,
>
>> David
>
>> --
>> David Fanning, Ph.D.
>> Fanning Software Consulting, Inc.
>> Coyote's Guide to IDL Programming:<http://www.idlcoyote.com/>
>> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
>
> OOOOh... /NOMATCH should definitely help. Oops. Thanks!

OK, so after /nomatch the .eps file looks fine, but ImageMagick still can't find it to convert to a PNG... I'll update my CG and try again! :)
