
Subject: Re: Trouble exporting vector .eps file from ivolume

Posted by [penteado](#) on Tue, 13 Sep 2011 20:44:33 GMT

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Making a vector PS from a volume never even occurred to me. Is it even possible, given that PS does not have (I think) 3D coordinates, and transparent objects?

On Sep 13, 12:56 pm, Michael Bergamo <bergamo....@gmail.com> wrote:

> I've been trying to export my volume (in ivolume) as an .eps file, but
> I've been running into some trouble. My volume renders without an
> issue in ivolume, seen here:<http://i.imgur.com/bM5o8.jpg>. I can
> export to any other file type without an issue; I can even export a
> bitmap .eps, but I need the file to be in vector format. Just to show
> you guys what I'm looking at I took a screenshot of what happens when
> I export an .eps file in bitmap format and in vector format,
> respectively:<http://i.imgur.com/qZLBf.jpg>. It appears like the .eps
> file was cut short while being rendered, perhaps the postscript device
> is being closed too quickly or not being closed at all? A problem I've
> had in the past, but the code for the postscript device should be
> handled by itools in this situation, no? I've been exporting as you
> normally would (File -> Export -> To a file -> Window, etc). I've also
> tried Kenneth Bowman's ITOOL_WRITE_GRAPHIC_KPB program and Paulo
> Penteado's pp_itool_save program, both of which gave me the same
> output that I was getting before. Furthermore, after playing around
> for quite a bit I've found out that if I go Operations -> Volume ->
> Interval Volume, render the graphic, and export to vector .eps it
> works fine so I must be doing something wrong between my call to
> ivolume and trying to export the .eps. My call to ivolume is very
> simple:
>
> ivolume, volume, /interpolate, VOLUME_LOCATION=[5, 5, 5],
> BOUNDS=[14,10,0,16,14,8]
>
> I do a little manipulation (colorbar, color/transparency tables, etc)
> but I can't put my finger on the issue. I've done all these steps on
> both IDL 6.3 and IDL 7.1 but without any luck. Any ideas you could
> throw my way would be greatly appreciated.
