
Subject: Re: IDL 8.1 PostScript Output on a Sheet of Paper
Posted by [lecacheux.alain](#) on Mon, 26 Sep 2011 18:48:39 GMT
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On 26 sep, 20:05, David Fanning <n...@dfanning.com> wrote:

> alx writes:
>> I simply said that, from my side, everything is ok when I print the
>> produced EPS file.
>> If you get a "11-inch square or something" plot, that is likely due to
>> YOUR printing software.
>> Nothing to do with IDL.
>
> Ah, well, I have a couple of problems. First, I would
> like to be able to *view* my PostScript output before
> I print it, so I know what I am getting. I can't view
> the PS output from the IDL 8.1 graphics window, or from
> using the graphics window's SAVE method in GhostView.
> It is always clipped, presumably because it is so large.
>
> The second problem is, I don't WANT to create an
> encapsulated PostScript file! I want to create
> a PostScript file in LANDSCAPE mode! This is also
> impossible to do with IDL 8.1 graphics. (Although
> kindly they let you get your hopes up by offering
> a LANDSCAPE keyword, which they proceed to ignore.)
>
> I could live with an 84 MByte output file. Really,
> I could! If it was 84 MBytes of something I wanted
> to look at. But, alas, it isn't. :-(
>
> I've updated my article to point out this workaround:
>
> http://www.idlcoyote.com/ng_tips/blackpsbg.php
>
> 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.")

Well, I now understand your point: you would like to create an high resolution Postscript output like by using the "set_plot,'PS'" DG command.

But I am afraid that the graphic.print/save command as well as the

"print" button on graphic window is just able to create a copy of the window from your screen, with the same low resolution. As you can see by opening the EPS file and looking at the BoundingBox PS statement. This explains why "my" plot (640x512) was not too much clipped in GSVIEW. Yours was certainly a lot bigger. People from ITTVIS have now to explain us how one can make a true, high resolution PostScript drawing by using NG !
Cheers,
alx.
