Subject: Re: Black background in IDL 8.1 map projections?
Posted by David Fanning on Mon, 26 Sep 2011 17:45:24 GMT

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Mark Piper writes:

> Yes, as nata explains, this is a consequence of how PostScript handles
> transparency.
>
> The workaround is to set BITMAP=1 when saving the graphic.
> Unfortunately, this explodes the file size.
>
> For future reference, this is logged as CR 62485.

While we are logging bugs, am I correct that the LANDSCAPE
keyword has no effect whatsoever on the PostScript output
in this (supposed!) workaround? This command, for example:

    IDL> w.save, 'imgmap.ps', BITMAP=1, $
        HEIGHT=5*600, WIDTH=8*600, /LANDSCAPE

seems only to produce an encapsulated PostScript
file (despite the fact this is not what I want!)
in Portrait mode.

Cheers,

David

P.S. I note that by using the HEIGHT and WIDTH
keywords I can reduce the normal PostScript file
size of 84 MBytes to a more manageable 46 MBytes. ;-)

--
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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")