
Subject: Re: Black background in IDL 8.1 map projections?
Posted by [David Fanning](#) on Mon, 26 Sep 2011 15:48:02 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.

OK, just so I understand. I can't do anything about saving the PostScript file from the graphics window. If I understand correctly, it **always** does BITMAP=0. But, I could, presumably, use the SAVE method on the visualization object (assuming I can get it out of my program!) and save it that way with BITMAP=1.

Is that the gist of it?

Cheers,

David

P.S. And I presume, since I have to do this by hand anyway, that this is where I would make the PostScript output actually fit on a sheet of paper. Is that correct? If so, how would I do that?

--

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.")
