Subject: Re: Incomplete ouput PNG files.
Posted by David Fanning on Wed, 14 Dec 2011 22:21:40 GMT
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Mark Piper writes:

- > This is a slightly different workflow, but could you please try setting
- > the BUFFER keyword in your call to IMAGE? E.g.,
- >
- > p = image(data, /buffer)
- > p.save, 'this_image.png'
- > p.close

>

- > The graphic will be rendered in an offscreen buffer. I have a hunch that
- > this may help, since this feels like a tricky (to me, at least) X server
- > issue.

I was curious to see how Coyote Graphics output would stack up against the output from these function graphics routines. But I wanted to be able to compare apples to apples, so I spent some time today modifying the Coyote Graphic routines so that I could control the output file parameters, and in particular, the resolution of the output.

This is now done with cgWindow_SetDefs, just like it is for cgWindow. In my first comparisons, I noticed that the function graphics output was a bit darker than the Coyote Graphics output, so I defined a new keyword for PS_START, called DEFAULT_THICKNESS so that I can set the default line and character thickness for the PostScript output. I set the default to 3 to better match the function graphics output.

Anyway, you will need an updated Coyote Library to run the program described, if you want to play around with this:

http://www.idlcoyote.com/programs/zip_files/coyoteprograms.z ip

This is tagged release 1.5.1, if you are using the Subversion repository.

So, here is the program. I'm doing a simple plot command and saving the data as JPEG, PNG, and encapsulated PostScript files. (Coyote Graphics routines actually produce landscape PostScript files, which function graphics commands do not, so I am using encapsulated PostScript for my comparisons. Both will produce encapsulated output in Portrait mode.) I've saved the files

at 600 dpi, 300 dpi and 75 dpi.

I was careful to make sure I was using the same size window in both cases, 640 in X and 512 in Y.

In general, I can't really tell much difference in the output. The title is set too close to the plot, but that has always been the case in direct graphics. That is about the only difference that really jumps out at me.

A couple of odd things. The PostScript files are all the same size at every resolution. They are 11KB for Coyote Graphics output and 9 KB for function graphics output. Here is a table of values in KM. The size values are a comparison of the output. You can see that Coyote Graphics routines are consistently larger in dimensions, but smaller in total size. I don't know how to account for this. In any case, the visual output is comparable so I assume this is just a different way of setting the resolution. The XSIZE and YSIZE dimensions are for the JPEG file in every case, but the comparable PNG file has the same dimensions.

EPS		JPEG	G PNG XSIZE		ZE YSIZE
cg75	11	39	63	717	573
fg75	9	39	33	667	534
cg300	11	227	46	2867	2292
fg300	9	254	165	2669	2135
	11	568	131	5733	3 4583
fg600	9	736	379	5339	4271

I guess the bottom line is that I am EXTREMELY happy with the performance of Coyote Graphics in this comparison. Not only are my routines faster, but the output I care about is essentially identical to the output from function graphics routines. As an added bonus, my output files are significantly smaller at high resolution. I don't know why this would be the case.

Here is the code I used, if you want to try this for yourself:

http://www.idlcoyote.com/misc/compare_resolution.pro

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/

Sepore ma de ni thui. ("Perhaps thou speakest truth.")