Subject: image manipulation to postscript
Posted by Runar Joergensen on Mon, 27 Jan 1997 08:00:00 GMT
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My application is designed, by request, to manipulate data displayed as images. Manipulation is done with the tools Xloadct, and Xpalette. And then the manipulated image is "saved" in a selected format and then printed on request. Works splendid if you want to save it as TIFF, GIF or JPEG.=20

But with postscript there is a problem with the quality of the rendering. What I tried to do was to read of the display area with tvrd() (check code sample below), to be sure I got the manipulated image. But the result compared to printing the original data array as postscript was worse than I'd hope for. My guess is that it's effect of reading of the display buffer. Letters get "edgy". Background is black. Contrast is high. Not very much comparable to a direct postscript rendering of an array.=20

Is there away to get a postscript rendering of the manipulatied array without the use of tvrd() first?

(Here the code I use for the rendering of postscript?)
First some stuff from the event handler.

```
'File.Save.PostScript': BEGIN
        outfile =3D "FFT.ps"
        mess =3D 'Writing file: ' + string(outfile)
        widget_control,info_text, set_value =3D mess
;        plt=3Dtvrd()                ; This gives bad results.
        plt=3Dspect
        display, plt,factor, 'ps', outfile
endif else  begin
```

This is the relevant part of the display procedure. It's not very intelligent, but it works.

```
 if (dev EQ 'ps') then BEGIN=20
      set_plot,'ps'
      device,filename =3D ofile,/landscape
      contour,specter,tal_sec,y,$
        /nodata,/noerase,$
        xstyle=3D1,ystyle=3D1
      tvscl,specter,!x.window(0),!y.window(0), $
        xsize=3D!x.window(1)-!x.window(0), $
        ysize=3D!y.window(1)-!y.window(0), /norm
 endif else  begin
```

Many thanks,

Runar J=F8rgensen

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