## Subject: Re: PostScript output and Aspect
Posted by David Fanning on Thu, 29 Nov 2012 23:45:28 GMT

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JP writes:

> I am trying to get a series of multiple plots using PS_Start and PS_End and can't get the settings right.
> With cgWindow I can get my plots nicely on the screen and even muck around with the aspect ratio and finally save a PNG (not so interested in PostScript actually).
> For example:
>
> cgWindow, wMulti=[0,3,1], wxsize=1000, wySize=300
> cgPlot, randomn(seed, 100), /window, /addcmd
> cgPlot, randomn(seed, 100), /window, /addcmd
> cgPlot, randomn(seed, 100), /window, /addcmd
>
> then I save to PNG using the Save Window As > Raster Image via ImageMagick > PNG option and I get what i want. BUT apparently the resize option in ImageMagick left to the default 0.5 and my PNG is a bit blur. (David, would be nice if there was an option to change that default).

There are all KINDS of options to change the defaults! See the
100 or so keywords to cgControl or cgWindow_SetDefs. ;-)


>
> So I try with:
> PS_Start, 'myImage.png'
>   !P.Multi=[0,3,1]
>   cgPlot, randomn(seed, 100)
>   cgPlot, randomn(seed, 100)
>   cgPlot, randomn(seed, 100)
> PS_End, /PNG, Resize=100
>
> Now I get rid of the blur in the PNG but the Aspect of my final plots has changed from what i wanted. I tried to play with the settings using the /GUI option but still can't get it right... Am I missing something very obvious?

Use cgDisplay to set up your "display window". If you
are using an actual display, it will create a window
with that aspect ratio. If you are in PostScript, it
will create a PostScript window with that aspect ratio:

  ps_start
  cgDisplay, 1000, 300

  ...
  ps_end, /png

Cheers,

David
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thue. ("Perhaps thos speakest truth.")