
Subject: Re: cglImage in PostScript files

Posted by [David Fanning](#) on Wed, 22 Jan 2014 12:03:07 GMT

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iary writes:

- > I'm trying to learn how cglImage works, to include some density plots like this
- >
- > http://www.idlcoyote.com/gallery/density_plot.png
- >
- > in my PhD thesis.
- >
- > Unfortunately, I need the output to be a PS file (not the best choice for cglImage because of the AlphaChannel background, I understood) but I'm not satisfied by its quality.
- > For instance, if I simply run this routine
- >
- > http://www.idlcoyote.com/gallery/density_plot.pro
- >
- > the output looks OK in graphic window and .png, but in postscript the color-coded "pixels" are somehow "blurred", without sharp edges.
- >
- > I played a bit with the cglImage keywords (transparent, alphaBackgroundImage, ...) but nothing is changed :(
- >
- > How may I tackle this problem?

Don't know. It's hard to imagine how blurred pixels in a PostScript file could be turned into sharp pixels in a PNG file. I guess I'd have to see some evidence. :-)

Cheers,

David

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

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