
Subject: Re: cglImage in PostScript files
Posted by [andeh](#) on Wed, 22 Jan 2014 12:06:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Wednesday, 22 January 2014 12:04:09 UTC, AJAS wrote:

> On Wednesday, 22 January 2014 10:25:36 UTC, iary wrote:

>

>> Dear All,

>

>>

>

>>

>

>>

>

>> 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?
>
>>
>
>>
>
>>
>
>> Thank you in advance,
>
>>
>
>>
>
>>
>
>> iary
>
```

>
>
> Hello,
>
>
>
> Are you using Preview on a Mac to look at your PDF?
>
>
>
> c.f. http://www.idlcoyote.com/ps_tips/maccolors.php
>
>
>
>
>
> Cheers,
>
>
>
> Andy

What I meant to say was, if you look at a post-script file on a mac, it is converted to pdf by preview first.
