Subject: Re: save contour to eps in 8.2.3
Posted by David Fanning on Wed, 22 Oct 2014 13:56:34 GMT

Yunf Zhang writes:

> could it be?? i'm not sure

Well, I'm pretty sure. :-)

> but firstly it takes a long time saving to file, and the eps file is
> extremely big, about 13MB for 40,000 floating-point numbers. all these
> have nothing to do with my ps viewer.

Yes, PostScript has to fill all those teeny, tiny polygons, and the data
you create makes a hell of a lot of them! It is going to take some time
to write all that nonsense to a PostScript file. :-)

> secondly i rechecked the contour function in help documentation just a few minutes ago, found
in idl 8.2.3 there is NO keyword cell_fill any more. hmmm

Perhaps you are remembering the contour *procedure*, rather than the
contour *function*. Two different programs, for two different graphics
systems.

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.")