Subject: Re: EPS output from functional graphic 'LARGE' size Posted by Haojie Xu on Tue, 03 Mar 2015 18:54:22 GMT

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On Tuesday, March 3, 2015 at 11:38:34 AM UTC-7, Chris Torrence wrote:
> On Tuesday, March 3, 2015 at 10:36:01 AM UTC-7, Haojie Xu wrote:
>> On Tuesday, March 3, 2015 at 10:12:48 AM UTC-7, Chris Torrence wrote:
>>> On Monday, March 2, 2015 at 9:00:05 PM UTC-7, Haojie Xu wrote:
>>>> Hi there,
>>>>
>>>> I use IDL functional graphic to create eps file inserted to latex
>>>> but however, I found the size of eps file is way too large.
>>>> sav.
>>>> IDL> x = [0:100:0.1]
>>> IDL> pl = plot(x,sin(x),'-b')
>>>> IDL> pl.Save, 'test_sin.eps'
>>>>
>>>> it ends up with a file like 46Megabytes file.
>>> For pdf output file, it seems okay, reasonable size but I found preview has some issue to
opensome pdf output file from IDL.
>>>>
>>>> Is there any suggestion that I can use functional graphics to produce elegant eps file?
>>>>
>>>>
>>>> Thanks
>>>> H
>>>
>>> Hi H.
>>>
>>> It looks like it is defaulting to "bitmap" format instead of "vector". I don't know why. When I
run your commands I get a tiny EPS file (only about 24 KB). Try forcing it to use vector:
>>>
>>> pl.Save, 'test_sin.eps', bitmap=0
>>> Cheers.
>>> Chris
>>> ExelisVIS
>>
>> Hi Chris,
>> Yes, you are right. I use bitmap = 1 for default because I use some symbols in labels or
titles,i.e., $M_{\odot}$, which is required to add this flag to show correctly on vector eps and pdf.
>>
>> To avoid this, maybe I can use some function like 'TEXTOIDL' to produce the string I need
and then put it on whatever I want.
>>
>> Sounds ok?(I have not text this idea yet ) or maybe other elegant way?
>>
```

>> Best, >> H

> If you are using symbols like that, then you will have to use bitmap. But, EPS is very inefficient with bitmap. Perhaps you should switch to PNG, and then import your image into LaTeX.

> -Chris

Thanks, Chris. Well, It seems some astronomical journal only accept post script file. Sigh~

Also, I tried to save to pdf, with bitmap flag on. When I open it via preview, it totally go blur and sometime make my computer crash. Is here any one to find this weird thing?

-H