
Subject: Re: Problems importing IDL postscript from TV output into Adobe Illustrator
Posted by [ejensen1](#) on Tue, 21 May 2002 21:42:02 GMT

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A quick followup to my own message:

I installed ghostview on my Mac under OS X, and those files display without a problem, so they don't appear to be corrupted.

Subject: Re: Problems importing IDL postscript from TV output into Adobe Illustrator
Posted by [Mark Hadfield](#) on Tue, 21 May 2002 21:56:56 GMT

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"Eric Jensen" <ejensen1@swarthmore.edu> wrote in message
news:245670e3.0205211057.466f3b5e@posting.google.com...

> I'm using IDL 5.3 under Linux to create some postscript files that
> I'd like to include in an Adobe Illustrator document. This works
> fine with line drawings (PLOT, CONTOUR, etc.) but if I create a
> postscript file using TV (or David Fanning's TVIMAGE), I cannot
> import it into Illustrator.

To open and edit a Postscript file, Adobe Illustrator needs to convert the Postscript painting operators in the file into its own format. This is intrinsically more difficult than rasterising a file, which is what a Postscript interpreter does (like Ghostscript or the interpreter in your printer).

Images written to IDL Postscript files are represented with Postscript's image operator (seems reasonable). Other vector-conversion utilities do not handle this operator. For example pstoedit (<http://www.pstoedit.net/>) does not support it and my experiments show that the ps2ai (Postscript to Adobe Illustrator) convertor in Ghostscript silently omits images.

I have wondered whether Adobe Illustrator or Corel Draw could import images, but never got round to finding out. Your experience suggests they don't.

If this is correct then sorry, I don't have any good, simple solutions. Here are some not-so-good or not-so-simple ones:

- Save your plot in a bitmap format (eg PNG) and import that into Illustrator. If there's vector information in the plot (axes or whatever) you will get best results by saving them separately and combining them inside Illustrator.

- Use a different method in IDL to generate the plot. The object graphics IDLgrSurface or IDLgrPolygon objects can be used to represent an array of pixels. (I have routines that do this.) The PS output generated from these *can* be converted to AI format.

--

Mark Hadfield "Ka puwaha et tai nei, Hoesa tatou"
m.hadfield@niwa.co.nz
National Institute for Water and Atmospheric Research (NIWA)

Subject: Re: Problems importing IDL postscript from TV output into Adobe Illustrator
Posted by [Rick Towler](#) on Tue, 21 May 2002 23:34:31 GMT
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"Mark Hadfield" <m.hadfield@niwa.co.nz> wrote

> "Eric Jensen" <ejensen1@swarthmore.edu> wrote

>

>> I'm using IDL 5.3 under Linux to create some postscript files that

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>> fine with line drawings (PLOT, CONTOUR, etc.) but if I create a

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>

> I have wondered whether Adobe Illustrator or Corel Draw could import

> images, but never got round to finding out. Your experience suggests

> they don't.

For the record, Corel Draw 9 (v9.439) imports PS images created in IDL 5.5 correctly. I don't have Illustrator installed so I can't comment on that but would be happy to send you the 12kb .ps file I created with your test_tv program if you want to give it a try.

-Rick
