Subject: Re: Fixing ragged edges in shade_surf PS output
Posted by David Fanning on Wed, 15 Dec 2004 16:12:22 GMT
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Paul Van Delst writes:

> I just output a shade_surf image -- which looked terrif onscreen -- to a PS file. The PS
> display shows the edges of the surface as really ragged. I expect some of that, but I also
> expect the PS output to be as good as the screen display. Is there any way to "fix" this?
> Some setting of the device keyword maybe? I'd like a direct graphics solution too if
> anyone has one. I reproduced the same plot in iSurface but ... well, suffice it to say my
> patience wears thin a lot faster than it used to.

Now, now...

What exactly do you mean by "shade_surf image"? The
actual shaded surface, or the image returned by the IMAGE
keyword? Did you execute the Shade_Surf command while
in the PostScript device? What command are you using
to "output to a PS file"?

Cheers,

David

--
David W. Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http:/www.dfanning.com/
Phone: 970-221-0438, IDL Book Orders: 1-888-461-0155

Subject: Re: Fixing ragged edges in shade_surf PS output
Posted by Liam Gumley on Wed, 15 Dec 2004 17:12:55 GMT
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Paul Van Delst wrote:
> Hello,
>
> I just output a shade_surf image -- which looked terrif onscreen -- to a
> PS file. The PS display shows the edges of the surface as really ragged.
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> device keyword maybe? I'd like a direct graphics solution too if anyone
> has one. I reproduced the same plot in iSurface but ... well, suffice it
> to say my patience wears thin a lot faster than it used to.
>
> Thanks for any hints,
>

> paulv

Try the PIXELS keyword, e.g.,

shade_surf, z, x, y, pixels=1000

The PIXELS keyword sets the maximum size of the image rendered by
SHADE_SURF. This keyword is honored on devices with scaleable pixels,
(notably the PS and CGM devices), and is ignored otherwise. See p. 279
of my book for more details.

Cheers,
Liam.
Practical IDL Programming
http://www.gumley.com/

Subject: Re: Fixing ragged edges in shade_surf PS output
Posted by Paul Van Delst[1] on Wed, 15 Dec 2004 17:42:39 GMT
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Liam Gumley wrote:
> Paul Van Delst wrote:
>
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>>
>> I just output a shade_surf image -- which looked terrif onscreen -- to
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>>
>> Thanks for any hints,
>>
>> paulv
>
>
> Try the PIXELS keyword, e.g.,
>
> shade_surf, z, x, y, pixels=1000
>
> The PIXELS keyword sets the maximum size of the image rendered by
> SHADE_SURF. This keyword is honored on devices with scaleable pixels,
> (notably the PS and CGM devices), and is ignored otherwise. See p. 279
> of my book for more details.

Byooteeful output now. On ya. I would've checked your book up front but it's the one text
I have trouble keeping on my shelf. :o(I have 5 Fortran95 books and 1 Fortran2003 book
that I can't seem to get *anyone* to read. Sigh.

As an aside, I use shade_surf a lot and I don't ever recall not getting nice looking
output first pop - I've never needed to use the pixels keyword before. But all is well now
- and just in time for my 1 o'clock meeting! Phewph!

shanx,

paulv

--
Paul van Delst
CIMSS @ NOAA/NCEP/EMC