
Subject: Fixing ragged edges in shade_surf PS output

Posted by [Paul Van Delst\[1\]](#) on Wed, 15 Dec 2004 15:52:25 GMT

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Hello,

I just output a shade_surf image -- which looked terrific 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.

Thanks for any hints,

paulv

p.s

IDL> print, !version

{ x86 linux unix linux 6.0.3 Feb 26 2004 32 64}

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