
Subject: Re: legend and not getting colors when device is postscript

Posted by [David Fanning](#) on Thu, 06 Sep 2007 04:32:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

teich@atmsci.msrc.sunysb.edu writes:

> I am using legend.pro from idlastro library. My device is set to a
> postscript file before I call legend. I have a color table loaded as
> well. When I call legend, I specify colors for the legends, but the
> legends never come out with any colors. I get the colors when the
> device is the screen but that's not useful. Can anyone help?

Have you turned color on in your PostScript file:

```
Set_Plot, 'PS'  
Device, Color=1, Bits_Per_Pixel=8
```

etc.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: legend and not getting colors when device is postscript

Posted by [teich](#) on Thu, 06 Sep 2007 04:41:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Sep 6, 12:32 am, David Fanning <n...@dfanning.com> wrote:

> te...@atmsci.msrc.sunysb.edu writes:
>> I am using legend.pro from idlastro library. My device is set to a
>> postscript file before I call legend. I have a color table loaded as
>> well. When I call legend, I specify colors for the legends, but the
>> legends never come out with any colors. I get the colors when the
>> device is the screen but that's not useful. Can anyone help?
>
> Have you turned color on in your PostScript file:
>
> Set_Plot, 'PS'
> Device, Color=1, Bits_Per_Pixel=8
>
> etc.
>

> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

I've gotten things to work --thanks
