
Subject: Re: Black background in IDL 8.1 map projections?
Posted by [David Fanning](#) on Sat, 24 Sep 2011 14:34:35 GMT
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David Fanning writes:

> At least it was perfect until I tried to save the
> visualization as a PostScript file. Then there is
> a black rectangle that seems to be positioned behind
> the map projection. It doesn't show at all on the
> display, but clearly shows (and won't go away!) on
> the PostScript file. Presumably I didn't see the
> rectangle before because the equirectangular
> projection covers it up.

Here is an example of what I am seeing:

http://www.idlcoyote.com/ng_tips/blackpsbg.php

Cheers,

David

--

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

Subject: Re: Black background in IDL 8.1 map projections?
Posted by [natha](#) on Mon, 26 Sep 2011 01:32:57 GMT
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I get something similar when I try to save Post Scripts with transparency. PS does not support transparency and converts the alpha channel to black. Sometimes I have 2 IDLgrImages, one with completely transparent pixels over another image. I have to take both images and blend them if I want to create a PS. In you case, I don't know how you could solve the problem because I don't like NG and I never use them :)

nata

Subject: Re: Black background in IDL 8.1 map projections?

Posted by [Mark Piper](#) on Mon, 26 Sep 2011 15:35:24 GMT

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On 9/25/2011 7:32 PM, nata wrote:

> I get something similar when I try to save Post Scripts with
> transparency. PS does not support transparency and converts the alpha
> channel to black. Sometimes I have 2 IDLgrImages, one with completely
> transparent pixels over another image. I have to take both images and
> blend them if I want to create a PS. In your case, I don't know how you
> could solve the problem because I don't like NG and I never use
> them :)
>
> nata

Yes, as nata explains, this is a consequence of how PostScript handles transparency.

The workaround is to set BITMAP=1 when saving the graphic.
Unfortunately, this explodes the file size.

For future reference, this is logged as CR 62485.

mp

Subject: Re: Black background in IDL 8.1 map projections?

Posted by [David Fanning](#) on Mon, 26 Sep 2011 15:48:02 GMT

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Mark Piper writes:

> Yes, as nata explains, this is a consequence of how PostScript handles
> transparency.
>
> The workaround is to set BITMAP=1 when saving the graphic.
> Unfortunately, this explodes the file size.
>
> For future reference, this is logged as CR 62485.

OK, just so I understand. I can't do anything about saving the PostScript file from the graphics window. If I understand correctly, it *always* does BITMAP=0. But, I could, presumably, use the SAVE method on the visualization object (assuming I can get it out of my program!) and save it that way with BITMAP=1.

Is that the gist of it?

Cheers,

David

P.S. And I presume, since I have to do this by hand anyway, that this is where I would make the PostScript output actually fit on a sheet of paper. Is that correct? If so, how would I do that?

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

Subject: Re: Black background in IDL 8.1 map projections?
Posted by [David Fanning](#) on Mon, 26 Sep 2011 17:45:24 GMT
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Mark Piper writes:

- > Yes, as nata explains, this is a consequence of how PostScript handles
- > transparency.
- >
- > The workaround is to set BITMAP=1 when saving the graphic.
- > Unfortunately, this explodes the file size.
- >
- > For future reference, this is logged as CR 62485.

While we are logging bugs, am I correct that the LANDSCAPE keyword has no effect whatsoever on the PostScript output in this (supposed!) workaround? This command, for example:

```
IDL> w.save, 'imgmap.ps', BITMAP=1, $  
      HEIGHT=5*600, WIDTH=8*600, /LANDSCAPE
```

seems only to produce an encapsulated PostScript file (despite the fact this is not what I want!) in Portrait mode.

Cheers,

David

P.S. I note that by using the HEIGHT and WIDTH

keywords I can reduce the normal PostScript file
size of 84 MBytes to a more manageable 46 MBytes. ;-)

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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