
Subject: Re: Compare Coyote Graphics Output with Function Graphics Output
Posted by [Craig Markwardt](#) on Thu, 15 Dec 2011 17:05:30 GMT

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On Dec 15, 12:45 am, David Fanning <n...@dfanning.com> wrote:

- > I would say that the major difference between the two
- > systems is that Function Graphics creates HUGE files by
- > default, whereas Coyote Graphics creates files that
- > are about the size of normal IDL graphics windows by
- > default.

David, by HUGE you mean the *file size* right? (and not the X/Y dimensions)

I'm surprised in this day and age IDL is still rasterizing its Postscript output instead of outputting vectors.

Craig

Subject: Re: Compare Coyote Graphics Output with Function Graphics Output
Posted by [penteado](#) on Thu, 15 Dec 2011 17:14:10 GMT

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On Dec 15, 3:05 pm, Craig Markwardt <craig.markwa...@gmail.com> wrote:

- > David, by HUGE you mean the *file size* right? (and not the X/Y
- > dimensions)
- >
- > I'm surprised in this day and age IDL is still rasterizing its
- > Postscript output instead of outputting vectors.

You choose whether it is rasterized or vector. As far as I remember, the choice was always present.

Subject: Re: Compare Coyote Graphics Output with Function Graphics Output
Posted by [penteado](#) on Thu, 15 Dec 2011 18:05:16 GMT

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On Dec 15, 3:05 pm, Craig Markwardt <craig.markwa...@gmail.com> wrote:

- > David, by HUGE you mean the *file size* right? (and not the X/Y
- > dimensions)
- >
- > I'm surprised in this day and age IDL is still rasterizing its
- > Postscript output instead of outputting vectors.

It lets one choose whether to make raster or vector. As far as I remember, the option was always there.

Subject: Re: Compare Coyote Graphics Output with Function Graphics Output
Posted by [David Fanning](#) on Thu, 15 Dec 2011 18:17:16 GMT

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Craig Markwardt writes:

> David, by HUGE you mean the *file size* right? (and not the X/Y
> dimensions)

I just mean that 5800x5600 JPEG images are what I get from my cousin Irene when she sends me the latest 10 images of the baby walking. It takes about an hour to download the damn things. :-(

Cheers,

David

--

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: Compare Coyote Graphics Output with Function Graphics Output
Posted by [David Fanning](#) on Thu, 15 Dec 2011 18:23:48 GMT

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Paulo Penteado writes:

> You choose whether it is rasterized or vector. As far as I remember,
> the choice was always present.

Sometimes it's a false choice, though, as vector files still very often don't work as well as expected, especially if the graphics utilize the 3D capability of object graphics.

Cheers,

David

--

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.")
