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 View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

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.")