

---

Subject: cglImage in PostScript files  
Posted by [iary](#) on Wed, 22 Jan 2014 10:25:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dear All,

I'm trying to learn how cglImage works, to include some density plots like this

[http://www.idlcoyote.com/gallery/density\\_plot.png](http://www.idlcoyote.com/gallery/density_plot.png)

in my PhD thesis.

Unfortunately, I need the output to be a PS file (not the best choice for cglImage because of the AlphaChannel background, I understood) but I'm not satisfied by its quality.  
For instance, if I simply run this routine

[http://www.idlcoyote.com/gallery/density\\_plot.pro](http://www.idlcoyote.com/gallery/density_plot.pro)

the output looks OK in graphic window and .png, but in postscript the color-coded "pixels" are somehow "blurred", without sharp edges.

I played a bit with the cglImage keywords (transparent, alphaBackgroundImage, ...) but nothing is changed :(

How may I tackle this problem?

Thank you in advance,

iary

---

---

Subject: Re: cglImage in PostScript files  
Posted by [David Fanning](#) on Wed, 22 Jan 2014 12:03:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

iary writes:

> I'm trying to learn how cglImage works, to include some density plots like this  
>  
> [http://www.idlcoyote.com/gallery/density\\_plot.png](http://www.idlcoyote.com/gallery/density_plot.png)  
>  
> in my PhD thesis.  
>  
> Unfortunately, I need the output to be a PS file (not the best choice for cglImage because of the AlphaChannel background, I understood) but I'm not satisfied by its quality.  
> For instance, if I simply run this routine  
>  
> [http://www.idlcoyote.com/gallery/density\\_plot.pro](http://www.idlcoyote.com/gallery/density_plot.pro)

>  
> the output looks OK in graphic window and .png, but in postscript the color-coded "pixels" are somehow "blurred", without sharp edges.  
>  
> I played a bit with the cglImage keywords (transparent, alphaBackgroundImage, ...) but nothing is changed :(  
>  
> How may I tackle this problem?

Don't know. It's hard to imagine how blurred pixels in a PostScript file could be turned into sharp pixels in a PNG file. I guess I'd have to see some evidence. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

---

Subject: Re: cglImage in PostScript files  
Posted by [andeh](#) on Wed, 22 Jan 2014 12:04:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Wednesday, 22 January 2014 10:25:36 UTC, iary wrote:

> Dear All,  
>  
>  
>  
> I'm trying to learn how cglImage works, to include some density plots like this  
>  
>  
>  
> [http://www.idlcoyote.com/gallery/density\\_plot.png](http://www.idlcoyote.com/gallery/density_plot.png)  
>  
>  
>  
> in my PhD thesis.  
>  
>  
>  
> Unfortunately, I need the output to be a PS file (not the best choice for cglImage because of the AlphaChannel background, I understood) but I'm not satisfied by its quality.  
>  
> For instance, if I simply run this routine

>  
>  
>  
> [http://www.idlcoyote.com/gallery/density\\_plot.pro](http://www.idlcoyote.com/gallery/density_plot.pro)  
>  
>  
>  
> the output looks OK in graphic window and .png, but in postscript the color-coded "pixels" are somehow "blurred", without sharp edges.  
>  
>  
>  
> I played a bit with the cglImage keywords (transparent, alphaBackgroundImage, ...) but nothing is changed :(  
>  
>  
>  
> How may I tackle this problem?  
>  
>  
>  
> Thank you in advance,  
>  
>  
>  
> iary

Hello,

Are you using Preview on a Mac to look at your PDF?

c.f. [http://www.idlcoyote.com/ps\\_tips/maccolors.php](http://www.idlcoyote.com/ps_tips/maccolors.php)

Cheers,

Andy

---

Subject: Re: cglImage in PostScript files  
Posted by [andeh](#) on Wed, 22 Jan 2014 12:06:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Wednesday, 22 January 2014 12:04:09 UTC, AJAS wrote:  
> On Wednesday, 22 January 2014 10:25:36 UTC, iary wrote:  
>  
>> Dear All,  
>

```
>>
>
>>
>
>>
>
>> I'm trying to learn how cglImage works, to include some density plots like this
>
>>
>
>>
>
>>
>
>> http://www.idlcoyote.com/gallery/density\_plot.png
>
>>
>
>>
>
>>
>
>> in my PhD thesis.
>
>>
>
>>
>
>>
>
>> Unfortunately, I need the output to be a PS file (not the best choice for cglImage because of
the AlphaChannel background, I understood) but I'm not satisfied by its quality.
>
>>
>
>> For instance, if I simply run this routine
>
>>
>
>>
>
>>
>
>> http://www.idlcoyote.com/gallery/density\_plot.pro
>
>>
>
>>
```

>  
>>  
>  
>> the output looks OK in graphic window and .png, but in postscript the color-coded "pixels" are somehow "blurred", without sharp edges.  
>  
>>  
>  
>>  
>  
>>  
>  
>> I played a bit with the cglImage keywords (transparent, alphaBackgroundImage, ...) but nothing is changed :(  
>  
>>  
>  
>>  
>  
>>  
>  
>> How may I tackle this problem?  
>  
>>  
>  
>>  
>  
>>  
>  
>> Thank you in advance,  
>  
>>  
>  
>>  
>  
>>  
>  
>> iary  
>  
>  
>  
>  
> Hello,  
>  
>  
>  
> Are you using Preview on a Mac to look at your PDF?  
>  
>

>  
> c.f. [http://www.idlcoyote.com/ps\\_tips/maccolors.php](http://www.idlcoyote.com/ps_tips/maccolors.php)  
>  
>  
>  
>  
>  
>  
> Cheers,  
>  
>  
>  
> Andy

What I meant to say was, if you look at a post-script file on a mac, it is converted to pdf by preview first.

---

---

Subject: Re: cglImage in PostScript files  
Posted by [David Fanning](#) on Wed, 22 Jan 2014 12:16:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

AJAS writes:

> What I meant to say was, if you look at a post-script file on a mac, it is converted to pdf by preview first.

Oh, that could be. Yes, the Mac Preview application has a history of screwing up the viewing of PostScript files. Nothing wrong with the file itself, of course. Is this what you are seeing?

[http://www.idlcoyote.com/ps\\_tips/blurred.html](http://www.idlcoyote.com/ps_tips/blurred.html)

Cheers,

David

--

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

---

---

Subject: Re: cglImage in PostScript files  
Posted by [iary](#) on Wed, 22 Jan 2014 15:19:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

>

> Oh, that could be. Yes, the Mac Preview application has a history of  
>  
> screwing up the viewing of PostScript files.

Yes! The blurring is definitely due to Preview...

I recently moved to Mac OS and I haven't figured out yet that you can spend x000\$ and still have some ugly feature even in the basic document previewer.

In moment like this I really miss my old-but-trusted Debian-pc.

Thank you guys for the help!

---

---

Subject: Re: cglImage in PostScript files

Posted by [iary](#) on Wed, 22 Jan 2014 15:23:23 GMT

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

---

>  
> Oh, that could be. Yes, the Mac Preview application has a history of  
>  
> screwing up the viewing of PostScript files.

Yes! The blurring is definitely due to Preview...

I recently moved to Mac OS and I haven't figured out yet that you can spend x000\$ and still have some ugly feature even in the basic document viewer.

In moment like this I really miss my old-but-trusted Debian-pc.

Thank you guys for the help!

---

---

Subject: Re: cglImage in PostScript files

Posted by [Phillip Bitzer](#) on Wed, 22 Jan 2014 16:08:07 GMT

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

---

Well, you can always turn off that feature (aliasing).

As an addendum, I've started going away from using EPS files in papers/thesis/etc using LaTeX. The images I was making were far too large - it made scrolling through the doc problematic.

Now, I create the EPS, but convert it to a PNG to include in LaTeX. I have yet to find an entity that won't take PNG files (although most say they prefer EPS). If you're using Coyote routines and want to try this method out, just be sure to adjust the RESIZE keyword when converting the EPS.

---