
Subject: Re: {x,y}size, scale_factor, and window size
Posted by [ramesh](#) on Sat, 03 Aug 1991 17:14:37 GMT

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Could the fact that the PostScript device has a variable pixel size whereas the window on your screen doesn't be *one* explanation for the discrepancy?

A related question: Do you get a grey background when you dump the captured image (using TVRD) on to the PostScript printer (black & white, not color)? I tried the same command to capture an image on a window and later dumped it on to a SPARCprinter and there was this annoying grey background which covers up much of the detail in the image. Is there any way to overcome this effect?

R.V.

Subject: Re: {x,y}size, scale_factor, and window size
Posted by [rfinch](#) on Sun, 04 Aug 1991 03:18:02 GMT

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In article <1991Aug3.171437.16034@nevada.edu> ramesh@nevada.edu (RAMESH VISWANATHAN) writes:

> Could the fact that the PostScript device has a variable pixel size whereas
> the window on your screen doesn't be *one* explanation for the discrepancy?

I got the thing to work, but still am not sure how. I might know more in a couple of days.

> A related question: Do you get a grey background when you dump the captured
> image (using TVRD) on to the PostScript printer (black & white, not color)?

I had a similar problem with color postscript....going to 8 bits_per_pixel fixed it.

--

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Any opinions expressed are my own; they do not represent the DWR

Subject: Re: {x,y}size, scale_factor, and window size
Posted by [rfinch](#) on Thu, 08 Aug 1991 22:13:45 GMT

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With help from Jeff Wille of PVI, I found that the strange behavior going between the screen and Postscript was caused by my use of device coordinates...basically I was having to do all my own resizing, which created problems. Jeff pointed out that it's a lot easier in the long

run if everything is done in normal coordinates.

The problem was that I started using device coordinates for raster plots, normal coordinates for vector draws. It would have been better if I had started everything in terms of normal, then derived byte array sizes from those coordinates for the raster plots ('tv' commands). It helps a lot to use the xsize and ysize args for the tv command, too. This avoids all the goofy scale factor sizes I was using in the device command for Postscript.--

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