
Subject: TV and PostScript

Posted by [aspinelli](#) on Tue, 21 Jan 1997 08:00:00 GMT

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Hi everyone,

I would like to print a colour map with TV on a PostScript device.

I have a grid with my data, let's suppose it is a 10 x 20 floating array named mygrid.

I want to use all available display space, so I do

```
biggrid = congrid( mygrid, !d.x_size , !d.y_size )  
tv, biggrid
```

On a window, this causes no problems.

But, if I select a postscript device , !d.x_size and !d.y_size are very very big (there are 1000 pixel for cm, so there are about 20000 pixels for dimension). This makes for a 20k x 20k grid, about 400 million elements. Obviously, this breaks IDL.

I do not want 1000 pixel per cm! But I cannot change the resolution (or, I am not able to change it). What can I do?

Has anybody made a colour map with PostScript???

Is there any way out of this problem???

Help is quite appreciated...

Thanks in advance.

Andrea

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"Truth hurts, but pimples much more"

Subject: Re: TV and PostScript

Posted by [davidf](#) on Tue, 21 Jan 1997 08:00:00 GMT

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Andrea Spinelli <aspinelli@ismes.it> writes:

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> I do not want 1000 pixel per cm! But I cannot change the resolution
> (or, I am not able to change it). What can I do?
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> Has anybody made a colour map with PostScript? Is there any way
> out of this problem???

There are several articles on my web page that answer these questions.
You will find them in the "Getting Perfect PostScript Output" section.

Perhaps the easiest way to solve your problem is to download the
program TVIMAGE from my web page. Then you can write your
TV command like this:

```
TVIMAGE, mygrid, Position=[.0, 0., 1., 1.]
```

Now your image will fill up your current window on your display
screen or the full "window" on your PostScript page. You won't
have to change your code at all (or know anything about its size!).

If you don't have a web browser, you can download the TVIMAGE
program via anonymous ftp from the machine ftp.frii.com. Look
in the directory /pub/dfanning/outgoing/idl_examples/tvimage.pro.

Enjoy!

David

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