
Subject: Re: Color BMP problems

Posted by [dwc](#) on Wed, 01 Apr 1998 08:00:00 GMT

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In article <6fjn2o\$6kh\$1@sienna.impulse.net>, jfulton@impulse.net says...

>

> I use the following lines to make a bitmap file of the active window and the

> resulting file seems to have different colors from the original when I view

> the file.

>

> TVLCT, R, G, B, /GET

> image = TVRD()

> WRITE_BMP, 'temp.bmp', image, R, G, B

>

> I am using Win95 with the screen set at 16 bits. I am also using the

> supplied color files that comes with IDL. Any ideas why?

>

This may be due to the Microsoft primary ordering which is BGR not RGB. The following code works fine on 16bit/24bit displays under Win95:

```
save_bmp = 'foobar.bmp'
bmp_image = TVRD(/TRUE)
; change from RGB to BGR for .BMP
chan_temp = bmp_image[0,*,*]
bmp_image[0,*,*] = bmp_image[2,*,*]
bmp_image[2,*,*] = chan_temp
write_bmp, save_bmp, TEMPORARY(bmp_image)
```

I have found that Truecolor graphics work great under 5.0.2 - I avoid using color tables and color indexes as much as possible.

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