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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