Subject: Re: Color BMP problems Posted by davidf on Tue, 31 Mar 1998 08:00:00 GMT

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Dave Coulter (dwc@nel.newmont.com) writes:

- > 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.

Now HERE is something I didn't know and wouldn't have figured out in a long, long time!

Thanks, Dave.

Cheers.

David

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