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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/>

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