Subject: 24-bit color Postscript
Posted by bowman on Sun, 06 Sep 1998 07:00:00 GMT
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I have an IDL application that creates 24-bit X displays consisting of a
grayscale image with points plotted on top in color using PLOTS. (Yes, it
really is preferable to do this using 24-bit color.) Color works fine on
the screen, but everything comes out grayscale in Postscript. This is
direct graphics, BTW.

I have read the Reference manual section on color Postscript, but it is
less than clear. It only addresses color images, not 24-bit color created
with things like PLOTS.

My copy of David Fanning's book is at work, so I have not been able to
check it (will do so in the morning).

Any suggestions?

The good news is:

Some years back I hacked a copy of MAP_IMAGE (and INTERPOLATE, I think, I
don't have the code at hand) so that it would handle missing data. I
hadn't used my version in a while, and I recently discovered that it will
not run under IDL 5. RSI has, however, improved MAP_IMAGE so that it
handles missing data; and it seems to do the job nicely. Anyone else who
has done similar damage to MAP_IMAGE may want to take a look at the
improved version.

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