
Subject: Re: More Questions on 24 bit color
Posted by [Kevin Ivory](#) on Tue, 10 Nov 1998 08:00:00 GMT
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David Fanning wrote:

> Oh, sorry, Kevin. I think I am using the IDL 5.2 Color_Quan,
> which has been fixed. Earlier versions did not work on
> 24-bit machines! While you are waiting for the official
> new version you can make yours work by setting the Colors
> keyword to 256.
>
> image2D = Color_Quan(snapshot, 1, r, g, b, Colors=256)

Thanks, David! This is great. Now I don't have to open a virtual terminal with 8 bits/pixel whenever I need a GIF image of my IDL window.

In fact, my next wish is that RSI would finally support 16 bits/pixel on Unix. That is my default - I have to open a virtual terminal with 24 bits/pixel every time I want use IDL's graphical abilities :-)

Best regards,
Kevin

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> Note: A copy of this article was e-mailed to the original poster.
Same here.
