Subject: Re: More Questions on 24 bit color
Posted by davidf on Tue, 10 Nov 1998 08:00:00 GMT

Kevin Ivory (Kevin.Ivory@linmpi.mpg.de) writes:

> David Fanning wrote:
>>   snapshot = TVRD(True=1)
>>   image2D = Color_Quan(snapshot, 1, r, g, b)
>>   Write_Gif, 'neat.gif', image2D, r, g, b
>
> I've never really got tvrd() to work on Linux XFree86 with 24 bpp.
> I figured it was the same bug that doesn't let me grab a window
> correctly with xv or gimp. That why I was quite happy to see David
> post a few lines that should work. Alas, I get some kind of an error:
>
> IDL>   snapshot = TVRD(True=1)
> IDL> help,snapshot
> SNAPSHOT   BYTE   = Array[3, 651, 921]
> IDL>   image2D = Color_Quan(snapshot, 1, r, g, b)
> % COLOR_QUAN: Value of number of colors is out of allowed range.
> % Execution halted at: $MAIN$
>
> The message doesn't help me much. Any ideas?

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)

Cheers,

David

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