Subject: Re: More Questions on 24 bit color
Posted by Richard Kidd on Thu, 12 Nov 1998 08:00:00 GMT
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Hi all.,
Very Briefly just to say:
"Thanks, David."
Working with various display types/drivers etc and maintaining or retrieving
the correct colours has been a bit of a "bete noir" for myself for quite a
while, but now, no longer do I have to physically reset displays to 256
colours when working with TVRD...
Thanks for the tips. Or should that be, to be more respectful, "Expert
Advice!"
Rich.

Kevin Ivory wrote:

> 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.

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