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Subject: Re: Baffled by color postscript  
Posted by [bowman](#) on Tue, 09 Mar 1999 08:00:00 GMT  
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In article <36E582B4.E3E8863D@ssec.wisc.edu>, Liam Gumley  
<Liam.Gumley@ssec.wisc.edu> wrote:

> David Fanning wrote:  
>> Liam Gumley (Liam.Gumley@ssec.wisc.edu) writes:  
>>> I guess I'm not sure I understand the problem. I'm able to display true  
>>> color images with colored graphics overlays; I've attached a Postscript  
>>> example to this message. The postscript file includes 6 test images.  
>>> Images 2, 4, and 6 are true color (24 bit) with colored lines (axes,  
>>> title, colorbar) overlaid. I've also attached a JPEG version that was  
>>> created from the postscript (using ImageMagick).

I think you can use \*colors\* in the "PLOT" part of the program, but not  
256^3 \*different\* colors (i.e., 24-bit).

Here's an example of a program that works great on a 24-bit X display, but  
does not produce the appropriate color PS output. (No bitmaps involved.)

PRO TEST24, PRINT = print

```
IF KEYWORD_SET(print) THEN BEGIN
  SET_PLOT, 'PS'
  DEVICE, /COLOR, BITS_PER_PIXEL = 8, /SCHOOLBOOK, FONT_SIZE=10, /PORTRAIT
  !P.FONT = 0L                               ;Use hardware fonts
ENDIF
PRINT, !P.BACKGROUND
```

```
n = 1000L
x = RANDOMU(seed, n)
y = RANDOMU(seed, n)
r = LONG(255*x)
g = LONG(255*y)
b = REPLICATE(0B, n)
```

```
PLOT, [0,0], [1,1], /NODATA
PLOTS, x, y, PSYM=1, COLOR = r + 256L*(g + 256L*b)
```

```
HELP, /DEVICE
HELP, !P, /STRUCT
HELP, !D, /STRUCT
TVLCT, r, g, b, /GET
PRINT, r, g, b
```

```
IF KEYWORD_SET(print) THEN DEVICE, /CLOSE
```

```
SET_PLOT, 'X'
```

```
!P.FONT = -1L
```

```
;Use Hershey fonts
```

```
END
```

```
--
```

```
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Change the AT to @
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