
Subject: Re: color table trouble

Posted by [davidf](#) on Fri, 02 Apr 1999 08:00:00 GMT

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Well, I'm full of ideas today... :-)

I wrote just a moment ago:

```
> But here is the real kicker reason for me: if I
> *care* about displaying my 24-bit images correctly
> (and color decomposition really only makes sense
> if I have 24-bit images, it seems to me) then--as
> I posted last week--I HAVE to set the DECOMPOSED
> keyword anyway:
>
> Device, Decomposed=1
> TV, image24
>
> If I don't do this, then I run the risk that my
> image will not be displayed properly, since with
> color decomposition off, ALL values, even those in
> 24-bit image values, are run through the color table.
```

Even this is not the whole story, because--of course--the DECOMPOSED keyword is not an allowed keyword for any graphics device EXCEPT X, Win, and Mac. So if I want to write code that *always* works in *every* environment (and who among us doesn't?) then I have to wrap EVERY single TV command with something like this:

```
CASE StrUpCase(!D.Name) OF
  'WIN' : Device, Decomposed=1
  'MAC' : Device, Decomposed=1
  'X' : Device, Decomposed=1
  ELSE:
  ENDCASE
TV, image24, TRUE=1
```

Even at \$100/hour I find it hard to type that much code each time I want to display an image. :-)

Cheers,

David

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