Subject: Re: Do sav files have only 256 colors
Posted by davidf on Wed, 14 Apr 1999 07:00:00 GMT
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R.Bauer (R.Bauer@fz-juelich.de) writes:

> this is a small example.
> create a runtime sav file 'cbar_true.sav' in true color mode of your graphics
> card
> Then execute the file. You' ll see only greyscaled colors.
> If you change to 8bit color mode and you execute again you see a red to white
> colorsystem
>
>
> pro cbar_true
>   loadct,3
>   cbar
>   wait,20
> end

I modified your program slightly, because I don't have the CBar
program. And, of course, I added Device, Decomposed=0 because
without it you will NEVER get colors anywhere (see posting by
our newest member, S. Daniel Kwak). But my program looks like
this:

```
pro cbar_true
   device, decomposed=0
   loadct,3
   colorbar
   wait, 20
end
```

And it ran *perfectly* on a Windows NT machine set in 24-bit
mode.

Are you sure you created the save file properly?

```
IDL> .Compile cbar_true
IDL> Resolve_All
IDL> Save, /Routines, File='cbar_true.sav'
```

If you forget the Resolve_All command, of course, then you
will never find the LOADCT command and that would cause
colors to be gray-scale.

Cheers,

David
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