Subject: Re: Do sav files have only 256 colors
Posted by Robert King on Wed, 14 Apr 1999 07:00:00 GMT
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R.Bauer <R.Bauer@fz-juelich.de> wrote :

> I found on NT 40 created sav files with graphics output on screen won't
> work with more than 256 colors.

> 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
>

Hi,

I'm quite new to IDL so forgive me if I've got the point to the question
wrong..

I had much trouble with getting colours (ie not greyscale) to work
correctly in runtime versions of  .sav files but [thanks to DWF :-)],  I
found that if you include  "Device Decomposed=0"  [oh no, not again!  :-) ]
at the beginning of your program and then create a .sav file, you can get
colours to work correctly on any screen mode.

I hope that this helps,

Robert