Subject: Re: Do sav files have only 256 colors
Posted by R.Bauer on Wed, 14 Apr 1999 07:00:00 GMT
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David Fanning wrote:

> 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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Thanks to all ,

it was my fault because device,decomposed=0 is in my start_up file.
While I am using idlde I have this startup file but during runtime this file is
ignored.

This means that's I have to replicate all settings from the start_up file to the
routines which I like to use in runtime.

R.Bauer