Subject: Re: TVRD'ing under windows

Posted by davidf on Fri, 07 May 1999 07:00:00 GMT

View Forum Message <> Reply to Message

Phil Aldis (philaldis@geocities.com) writes:

- > I'm having trouble tvrd'ing under windows, when I'm running 16 bit
- > mode, and using decomposed colour. If I display an image, and then
- > tvrd it back in and the tv that image, I get a garbled mess. The only
- > way I can get a representation of what is on the screen is to set it
- > into 24 bit mode, image=tvrd (true=1) and then tv, image, true=1.

>

- > I'm not really sure what's going on. Is this anything to do with what
- > David was saying a while bakc, that when you're using decomposed
- > colous, it runs stuff through the table or something.

Must be something going around, because I just wrote an article about this last week and posted it on my web page:

http://www.dfanning.com/tips/strange_tvrd.html

You don't have to be in 24-bit mode (at least in IDL 5.2), but you *DO* have to set the TRUE keyword both in TVRD and on the TV command, and you DO have to have Decomposed=1 when displaying a 24-bit image on a PC.

(I *really* think this last requirement is a bug, RSI. Anyone listening?)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

Coyote's Guide to IDL Programming: http://www.dfanning.com/

Toll-Free IDL Book Orders: 1-888-461-0155