
Subject: Re: Display Gifs, each w/diff color tables?
Posted by [davidf](#) on Tue, 13 Jul 1999 07:00:00 GMT
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Rose (rmlongfield@my-deja.com) writes:

```
> I'm beginning to hum Bruce Springsteen's song: "52 channels
> and nothing on". My 24 colors must be brain-dead. I follow exactly
> what David said in a previous post. The first line of my startup file
> I have written: print!d.n_colors and I get 256. However, once I input
> the lines that David said, I get the promised 16777216. Then I run:
> @idlsave.sav , which is the following lines:
>
>
> read_gif, './GIF_FILES/test1.gif', image, r, g, b
> tvlct, r, g, b
> window, /free, retain=2
> tv, bytscl(image)
> read_gif, './GIF_FILES/test2.gif', image, r, g, b
> tvlct, r, g, b
> window, /free, retain=2
> tv, bytscl(image)
> read_gif, './GIF_FILES/test3.gif', image, r, g, b
> tvlct, r, g, b
> window, /free, retain=2
> tv, bytscl(image)
>
> The "crazy colors" I referred to earlier looks to me like the color
> table is over-written and the new colors are being loaded into the
> previously plotted image (which should not happen, according to the
> rules).
```

Actually, I think the "crazy colors" are coming from the
BYTSCL command. These GIF files should definitely ***NOT***
be byte scaled!

Just TV the image and I think you will be fine. :-)

If not, please let use know the results of these two
commands after you open a graphics window:

```
Device, Get_Visual_Name=thisName, Get_Visual_Depth=thisDepth
Print, thisName, thisDepth
```

Or, on older versions of IDL:

```
Help, /Device
```

Cheers,

David

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

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