
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 forgot to mention that I do have 24-bit colors.

Oh, well, then. In that case, I think you must have your 24-bit display in brain-dead mode. I'm going to guess you used Liam's setup file to run his FRAME tool. His setup file puts a 24-bit machine in an 8-bit PseudoColor mode, which sort of defeats the purpose of a 24-bit color display.

Try this:

1. Before you open *any* graphics windows in IDL (check your startup file to be sure it doesn't open a pixmap graphics window), type this command:

```
Device, True=24, Decomposed=0
```

2. Now you will be using a 24-bit TrueColor visual. Confirm it by typing this:

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

Or, if you have an older version of IDL:

```
Help, /Device
```

In this mode you can display as many images as you like with as many color tables as you can dream up. They will all exist simultaneously on your display. Simply load the color table associated with an image and display the image. (Be *sure* you set color decomposition OFF.) Loading the second (any any subsequent) color table will NOT affect any of the image colors that are previously on the display.

Cheers,

David

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