
Subject: Re: writing gray scale GIFs from a 24bit machine

Posted by [reardonb](#) on Mon, 07 Feb 2000 08:00:00 GMT

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Liam,

I installed your saveimage.pro program and it is working great. Thanks!

Unfortunately, I do not fully understand what I was doing wrong. Could you enlighten me? Thanks.

-Brian

In article <87fnvl\$ev\$1@nnrp1.deja.com>,

reardonb@my-deja.com wrote:

> Hi,

> I'm having trouble creating gray scale GIF images that accurately
> reflect what is on my screen. I'm using a Mac and this problem does not
> exist when the colors are set to 256 but if the colors are set to
> thousands or millions I get a saved GIF image that has one color band
> that should be almost black but is instead almost white. I get this
> problem for gray scale color pallets such as loadct, 0. If I set the
> color pallet to loadct, 39 the saved GIF is very much like the screen
> image. The code I am using is the one David Fanning suggested and is
> attached below. I would like for this code to work on any system with
> any color pallet and any monitor color setting. Any help would be
> appreciated.

> Thanks.

> -Brian

>

> device, decomposed=0

> loadct, 0, ncolors=20, bottom=0

> wset, info.wid

> device, Get_visual_depth=thisdepth

> if thisdepth gt 8 then begin

> image24=TVRD(True = 1)

> snapshot=color_quan(image24,1,r,g,b)

> endif else begin

> snapshot = tvrd()

> tvlct, r, g, b, info.bottom, /get

> endelse

> write_gif,filename+'.gif',snapshot, r, g, b

>

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