
Subject: Re: writing gray scale GIFs from a 24bit machine
Posted by [Liam E. Gumley](#) on Sat, 05 Feb 2000 08:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

<reardonb@my-deja.com> wrote in message news:87fnvl\$ev\$1@nnrp1.deja.com...
> 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.

Try SAVEIMAGE, which can be found at
<http://cimss.ssec.wisc.edu/~gumley/imagetools.html>

Let me know if you have any problems.

Cheers,
Liam.
<http://cimss.ssec.wisc.edu/~gumley>
