
Subject: writing gray scale GIFs from a 24bit machine
Posted by [reardonb](#) on Fri, 04 Feb 2000 08:00:00 GMT

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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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