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Subject: Re: Writing GIF files in IDL ATTN: Paul van Delst, Liam Gumley  
Posted by [Liam E. Gumley](#) on Tue, 11 Jul 2000 07:00:00 GMT

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kyle04@my-deja.com wrote:

> I have a program that creates a series of images in an ObjectGraphics  
> Window, but when I try to write the images into GIF files using the TVRD  
> command, IDL opens a blank window of the default size and reads this  
> instead. I tried using Liam's saveimage routine, but that did not work  
> for me (it really isn't a display issue, I don't think). Paul, if you  
> have any more info on the wset procedure you were talking about  
> (6/28/00), like how I could set my windows so TVRD actually read the one  
> I was displaying in, that would be great. And Liam, your web site is  
> excellent, so please post any ideas you have about this. This is  
> undergraduate research, and I am in a bind. Thanks for any help you can  
> give.

SAVEIMAGE is strictly for IDL Direct Graphics.

For a nice example of saving the contents of an Object Graphics window  
to GIF or JPEG, see David Fanning's FSC\_SURFACE procedure:  
[http://www.dfanning.com/programs/fsc\\_surface.pro](http://www.dfanning.com/programs/fsc_surface.pro)

You may wish to consider TIFF or PNG output format if you want to avoid  
color quantization (and some patent issues).

Cheers,

Liam.

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

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