
Subject: Re: trouble with color table on NT
Posted by [Kelly Dean](#) on Mon, 13 Nov 2000 08:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

He is a little RSI tip that I use on occasions.

```
=====
;
; Load discrete color table.
;
tek_color
;
; Match color indices to colors we want to use
;
IF ( !D.N_COLORS GT 256 ) THEN BEGIN
  TVLCT, RedTable, GreenTable, BlueTable, /GET
  black = ( 256L * BlueTable(0) + GreenTable(0) ) * 256L + RedTable(0)
  white  = ( 256L * BlueTable(1) + GreenTable(1) ) * 256L + RedTable(1)
  red    = ( 256L * BlueTable(2) + GreenTable(2) ) * 256L + RedTable(2)
  green  = ( 256L * BlueTable(3) + GreenTable(3) ) * 256L + RedTable(3)
  dk_blue = ( 256L * BlueTable(4) + GreenTable(4) ) * 256L + RedTable(4)
  lt_blue = ( 256L * BlueTable(5) + GreenTable(5) ) * 256L + RedTable(5)
ENDIF ELSE BEGIN
  black=0 & white=1 & red=2 & green=3 & dk_blue=4 & lt_blue=5
ENDELSE
;
;
=====
```

This came from one of their Newsletters that arrived in the mail along time ago.

However, recently, I use the DEVICE, DECOMPOSE=0

Kelly Dean
CSU/CIRA

Peter Brooker wrote:

```
> I have written a program in idl that uses the command
>
> loadct, 39
>
> This loads the "rainbow + white" colors table with 220 colors availabe.
> This program runs fine if I set the colors on my NT to 256 colors but
> does not run with 65k colors.
>
> Is there a way to program so that IDL work with 65k colors the same way
```

> as it works for 256 colors?
>
> thanks-Peter Brooker
