Subject: Re: How-to? color png
Posted by Mark Hadfield on Tue, 30 Oct 2001 23:24:06 GMT
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From: "Andrew Cool" <andrew.cool@dsto.defence.gov.au>
> "Bernard K." wrote:
>>
>> I tried all the combinations proposed and they all work nicely. For the
>> surface I plot (and on my super-dupper mac :-) with the number of
>> colors used set to 256) the output I prefer is obtained by:
>>
>> tvlct, r, g, b, /get
>> and
>> write_png, 'image.png', datar,r,g,b
>> However I have to set decomposed to 1.
>
> Ockam's Razor wins again.

Ockam's Razor may help in understanding the universe but I don't think it
helps with IDL, which is *much* more complicated.

Or to put it another way, if David didn't spend his time writing code that
copes with *any* combination of colour depths, colour models, device
settings and IDL versions, then what would he do with his time?

Actually, there is a limitation with the above method. When the colour depth
is 24-bit, it is possible to issue successive graphics command to the same
window with different colour tables. In fact it might even be useful, eg:

```
loadct, 2      ; Load a nice colourful colour table
tv, ...        ; Draw an image
loadct, 0      ; Load a boring grey-scale colour table
xyouts, ...    ; Annotate the plot
```

This is arguably easier than using a single colour table & reserving some
indices for the annotation colours.

But if you then read the image with the above method, the tvlct command will
retrieve the current (grey-scale) colour table and the PNG file will look
rather boring.

So I'll use David's method. David hasn't shaved with Ockam's Razor for
years!

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