
Subject: Re: How-to? color png
Posted by [Andrew Cool](#) on Mon, 29 Oct 2001 21:45:38 GMT
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"Bernard K." wrote:

>
> Hello,
> I would like to ouput the result of a shade_surf graphic to a png file.
> Here is what I tried.
>
> 1)window, 1, xsize=600, ysize=400
> 2)data=findgen(600,400)
> 3) DEVICE, RETAIN=2, DECOMPOSED=0
> 4) xloadct to choose the color table BLUE/WHITE;
> 5) shade_surf, spec2d
> 6) data=tvrd()
> 7) write_png, 'image.png', data
>
> Although the screen output is displayed in color with the BLUE/WHITE
> table, the file 'image.png' only contains the axis but no colored
> surface.
>
> Does anybody know what I am doing wrong?
>
> Thanks for any answer,
>
> Bernard.
>
> ps: I am using IDL 5.5 on a Macintosh (OS X 10.1 in classic mode).

Hi,

You probably need to insert :-

6a) TVLCT,r,g,b,/GET ; get the current colour tables

and then change 7 to be :-

7) write_png, 'image.png', data, r,g,b ; write out colour tables too!

Andrew

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