
Subject: Re: How-to? color png

Posted by [David Fanning](#) on Mon, 29 Oct 2001 21:41:37 GMT

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Bernard K. (bknaepen@'skip'mac.com) writes:

```
> 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?
```

You are not using TVREAD. :-)

<http://www.dfanning.com/programs/tvread.pro>

```
IDL> image = TVRead(/PNG)
```

```
> ps: I am using IDL 5.5 on a Macintosh (OS X 10.1 in classic mode).
```

Oh, oh. All bets are off then. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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