
Subject: How-to? color png

Posted by **Bernard K.** on Mon, 29 Oct 2001 21:11:52 GMT

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Hello,

I would like to output 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).
