Subject: IDL 5.5 Cube=6 Problem?
Posted by chairtronix on Mon, 19 Nov 2001 23:08:00 GMT

I am using Windows NT 4.0 at a color depth of 65536.

While using IDL 5.3 I had the problem of white looking slightly gray
when writing PNG files. However, after I read David Fanning's tip on
using CUBE=6 with COLOR_QUAN, the white became pure white as I wanted.

http://www.dfanning.com/color_tips/gif_gray.html

Now I've upgraded to IDL 5.5 while still running NT 4.0 at 16 bit
color. However, when I write PNG files using CUBE=6 the white is
slightly gray and the image has "speckles" on it. Has anyone else
experienced this problem? Did RSI alter the Floyd-Steinberg method
used when CUBE is set?

After some experimentation, I found that when I set my display to True
Color (and still using IDL 5.5 and NT 4.0), I was able to get the
white to be pure white and no speckles.

It would be nice to have my code work right with 16 bit color like it
did with IDL 5.3. Any suggestions?

Thanks in advance.

- Eric