Subject: Re: gif from true color image
Posted by Martin Downing on Wed, 16 Jan 2002 11:51:59 GMT
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"Klaus Scipal" <kscipal@ipf.tuwien.ac.at> wrote in message
news:a23kpokil1@news.tuwien.ac.at...
> Hi
>
> I hope this turns out to be a simple question
>
> I am displaying some images on a true color device. My problem is when I
> want to save these images as gifs, some colors get "distorted" (i.e white
> becomes gray etc). I know the reason, transforming the image from true
color
> to 256 colors.
>
> So is there a way to preserve colors, i.e the gif image looks like the
true
> color image on my device (I know I can change the settings of my computer
to
> 256 colors but this is annoying).
>
> Klaus
>
Well seeing as gifs only supported 8bit images and anyway are no longer supported by IDL after 5.3, I'd take the advice in the manual and switch to using PNG which will save 24 bit true color images.

cheers

Martin

Quoting from IDL5.4 help: "GIF SUPPORT"
Research Systems is no longer able to support reading and writing GIF (Graphics Interchange Format) images or LZW (Lempel-Zif-Welch) compression for TIFF images. The LZW technology has been patented by the Unisys Corporation. Note that any users of GIF/LZW technology are required to enter into a license agreement with Unisys Corporation.
The following are the related changes to IDL:

read, write, and query GIF files. If you use these routines in any IDL application, when executing, IDL will produce an error message and execution will halt.

As an alternative to GIF, you can use the Portable Network Graphics (PNG) format. This allows you to easily search and replace many of your calls to

READ_GIF, WRITE_GIF, and QUERY_GIF with READ_PNG, WRITE_PNG, and QUERY_PNG. If you are currently using any GIF files in your IDL applications, you will need to convert them to PNG.

The PNG format is a new standard intended to replace GIF as a dominant network format. PNG handles 8-bit and 24-bit images and uses a lossless compression scheme to compress images. For more information, see READ_PNG, WRITE_PNG, and QUERY_PNG.
