
Subject: Re: TVRD, Decomposed = ? and 24bit display

Posted by [maarten](#) on Fri, 12 Apr 2002 11:10:53 GMT

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Hi again,
actually I "solved" the problem after a few more desperat tries and
some more reading on Fannings excellent tricks-pages.

First I put Device, Decomposed = 0, to get good looking plots in the
window.

But right before the TVRD command I put Device, Decomposed = 1, to get it to
work.

In comp.lang.idl-pvwave, you wrote:

```
> Hi all,  
>  
> I'm new to this newsgroup, but been working with IDL for a while.  
>  
    <CUT>  
>  
> Grateful for any help!  
>   Mï½rten  
>  
> An example code looks something like  
corrected code will look  
> ;-----CODE-----  
> Device, Decomposed = 0  
>  
>  
> ; Create a "split" colortable  
> ncolors = 2.^8  
> LoadCT,0, NCOLORS=ncolors/2,BOTTOM=0      ;BW colorscale  
> LoadCT,5, NCOLORS=ncolors/2,BOTTOM=ncolors/2 ;Colorscale  
>  
> ColorData = ..... ;Array of data  
> ImageData = ..... ;Array contaning BW image  
>  
> ; Scale data so that it fits into the two different parts of the colortable  
> ColorData = BYTSCL(ColorData,TOP=ncolors/2.-1)+BYTE(ncolors/2.)  
> ImageData = BYTSCL(ImageData,TOP=ncolors/2.-1)  
>  
> ; Display the data  
> CONTOUR, ColorData,/CELL_FILL, C_COLORS=INDGEN(25)*5+ncolors/2.,$  
>      .... ;+Alot of positioning commands'  
> TV, ImageData, .... ;+ Alot of positioning commands  
>  
> ; Save window to file  
> DEVICE, Decomposed = 1
```

```
> screendump = TVRD(True=1)
> WRITE_PNG,'filame.png',screendump
> ;-----END CODE-----
>
>
```

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