
Subject: TVRD, Decomposed = ? and 24bit display
Posted by [maarten](#) on Fri, 12 Apr 2002 09:15:50 GMT
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Hi all,

I'm new to this newsgroup, but been working with IDL for a while.
My problems relates to getting nice output (in form of png files) from
my IDL sessions.

I'm using IDL 5.5 on Macintosh, with a TrueColor 32 bits, visual class
and depth.

I'm plotting a gray-scale image (ImageData) together with some colored
contour plots (ColorData) in a graphics window, and I wish to put the
result in a png file.

To get good-looking result in my window I must use DEVICE, Decomposed = 1
But then my TVRD results looks completely messed up!

When I use DEVICE, Decomposed = 0, the colortables doesn't work, and all I get
is red colors, but the TVRD output looks exactly as in the window.

It must be possible to handle the color tables correctly AND get nice output
from TVRD - but my question is: how?

Maybe I don't even need to use TVRD to store the output?

Grateful for any help!
Maarten

An example code looks something like

```
-----CODE-----  
Device, Decomposed = 1      ;Tried with Decomposed = 0, but then I  
                             ;can't reproduce any sensible data from TVRD  
  
; 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 containing 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
screendump = TVRD(True=1)
WRITE_PNG,'filame.png',screendump
;-----END CODE-----
```
