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Subject: Re: write\_GIF, PNG: incomplete palette  
Posted by [wmconolley](#) on Mon, 16 Dec 2002 18:36:19 GMT  
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Streun Andreas <[andreas.streun@psi.ch](mailto:andreas.streun@psi.ch)> wrote:  
> when writing PNGs (or GIFs in IDL<5.4) I don't get  
> the full 256 color palette but only something like  
> 69 colors. As far as I know GIFs can have up to 256  
> colors. Any idea what's the problem?

I write png's OK with a 256 colour table.

Are you sure you colour table *\*does\** have 256 colours? If opened on an 8-bit display with other apps running, you'll probably get fewer.

DF's pages will point you to the truth.

Try: `print,!d.n_colors`

If that doesn't give you 256 colours, you need a private colour map: try:

```
begin window,0,retain=2,col=256,/pix & wdelete,0
```

as your very first IDL command.

-W.

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Climate Modeller, British Antarctic Survey | Disclaimer: I speak for myself  
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