Subject: Re: Screen dump to file - color problems
Posted by btt on Wed, 16 Jul 2003 20:12:09 GMT
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David Fanning wrote:

> If you tried all this and you are still having problems,
> my guess is "bug". But before we give in, is your
> display set to 16-bit or 24-bit graphics? In other
> words, what is the result of this command?
>
> IDL> Device, Get_Visual_Depth=theDepth & Print, theDepth

Hi,

I get the proper color scheme in the jpeg with the following using your
code. The following is from my machine before I run your code...

IDL> device, get_visual_depth = vdepth & help, vdepth
VDEPTH   LONG   =   24
IDL> print, !version
{ ppc darwin unix Mac OS X 5.6 Oct 26 2002   32   32}
IDL> help, /dev
Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z
Current graphics device: X
     Server: X11.0, The XFree86 Project, Inc, Release 40200000
     Display Depth, Size: 24 bits, (1280,1003)
     Visual Class: TrueColor (4)
     Bits Per RGB: 8 (8/8/8)
     Physical Color Map Entries (Emulated / Actual): 256 / 256
     Colormap: Private, 16777216 colors. Translation table: Enabled
     Graphics pixels: Decomposed,   Dither Method: Ordered
     Write Mask: 16777215 (decimal) ffffff (hex)
     Graphics Function: 3 (copy)
     Current Font: <default>,   Current TrueType Font: <default>
     Default Backing Store: Req from Server.

There is a different release number for X11. Also, your "Graphics
pixels" are combined while mine are decomposed.

Ben