Subject: tvrd with a color table on a 24 bit device, true=0
Posted by odell on Mon, 29 Mar 2004 22:12:58 GMT

Hello IDL color-masters,

I am trying to simply read the pixel colors from a window, previously generated with a command like:

tv, image

where "image" is a 2D array of bytes from 0 to 255, and reflects my current color table (#39, gotten from loadct, 39). I use retain=2, decomposed=0 in my device.
I am on a 24-bit display (for certain).

When I do this:

im2 = tvrd()
tv, im2

I do not get what I had before in the window. I get a lot more white.
 The basic structure is correct, but clearly the colors are getting screwed up. I can do tvrd(true=1), but that gives me the RGB triples and I don't want those, I just want my simple 0-255 color indices for my current color table. How do I get them?

Thanks,
Chris