
Subject: Re: tvrd(true = 1) Odd behavior in Windows versus Linux
Posted by [David Fanning](#) on Tue, 03 Aug 2004 22:12:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

villeneuve@spacecomputer.com writes:

```
> I wrote a simple script to demonstrate my problem:
>
>
> device, decomposed = 0
> loadct, 39
>
> window, 0
> tvscl, dist(250, 250)
>
> img = tvrd(true = 1)
>
> window, 1
> tv, img, true = 1
>
>
> When I run this under linux the image displayed in both windows is
> exactly the same. A pyramid rainbow of colors in a square. But when
> I run the same script on my MS Windows machine, I get different
> results in the second window. The colors appear partially mixed up.
> I can repeat these results on all of my co-workers PCs too. Is this a
> configuration problem, or is IDL on Windows buggy?
>
> Can those of you with IDL running under Windows try out this simple
> test case and let me know whether or not both windows show exactly the
> same thing?
```

Ah, well. Another convert to TVREAD and TVIMAGE! :-)

In Windows, you are going to have to know the state of color decomposition to make things work properly. In particular, you need a DEVICE, DECOMPOSED=1 in front of that last TV command.

TVREAD and TVIMAGE (or IMDISP, if you like that better) are smart enough to do all this work for you. Impossible to write machine independent code without them. :-)

Cheers,

David

--

