Subject: BGR color instead of RGB
Posted by andry_william on Tue, 07 Dec 2004 13:45:11 GMT

Dear IDL users,

I have been looking on the group about a problem I am having with the color.
This seems to be something a lot of people have already experienced but I am not sure I found the solution on how to solve it.

Our group is thinking of buying IDL 6.1 so I am trying to test it on our system.

I do a plot using

    PLOT, randomu(n,20), color='ff0000'x, background='ffffff'x

it just comes out with a blue color (instead of red). It seems like it uses BGR
table rather than RGB.

To make sure, I tried

    PLOT, randomu(n,20), color='0000ff'x, background='ffffff'x

and indeed it shows a red plot.

I thought the problem comes only on my linux system (with device,get_visual_depth=depth) returning 16, but I get the same kind of color inversion when I try it on my Windows XP (with 32 bit color, and returning 24 for the device,get_visual_depth)...???

I appreciate any input on understanding how I can get the right color (I mean, the usual RGB color). What startup or configuration should I use.

Thanks in advance,

Andry