Benjamin Hornberger wrote:

> There's two things:
>
> 1. The widget program has to use indexed color mode (decomposed=0)
> because I want to be able to use those pretty predefined color tables.
> Or are you telling me one can do that with decomposed color as well?
> Also, I am using the same code for screen and PS output ...

Well, this is the point of TVImage, IMGDIST, etc. You can work
in DECOMPOSED=1 mode and *still* use color tables because the
programs are smart enough to put you in the correct mode when
they display the image. And, of course, they are also smart
enough to know when the are outputting to a device like PS
and so can do the proper thing there, too. (Including, not so
incidentally, sizing and positioning the image on the PS page.)

> 2. In my programs, I am trying to handle colors properly and use
> tvimage. However, when using the command line, things have to be quick.
> And "tvscl, array" can be typed much faster than "tvimage,
> bytscl(array), /tv". Yes, I could write a wrapper, but even that doesn't
> help if I am in decomposed=0 mode and some program loaded extra colors
> somewhere in the color table. Maybe decomposed=1 is the way to go on the
> command line -- usually, I don't need fancy color tables in that case.

Forget writing the wrapper. I've already done it for you: :-)

    http://www.dfanning.com/programs/tvscale.pro

> Maybe decomposed=1 is the way to go on the
> command line -- usually, I don't need fancy color tables in that case.

Well, it is the way I go. I think. As I say, I haven't
really looked in a couple of years. :-)

Cheers,

David