
Subject: Re: converting window into a image
Posted by [savoie](#) on Wed, 18 Jan 2006 21:37:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

David Fanning <davidf@dfanning.com> writes:

> Matt writes:
>> Can anyone help? Did I miss that tutorial?
>
> I suspect the problem is here:
>
>> device, true=24
>> window, /free, /pixmap, colors=-10
>
> What in God's name is that Window command doing there!?
> (I know why it *used* to be there, but it is no longer
> needed on 24-bit displays.)

I'm sure they're in there because I've been using IDL for a long time?

> What happens if you remove it?

I removed all of my start up commands. So it's not running any IDL startup script, (verified this because it couldn't find fsc_color()) when I tried to run it first.

I open up the gimp and I get the same problem, mostly R:248 G:252 B:248.

So, long story, short, with no startup commands, I get the same issues. I've had this on several versions of IDL. I'm currently running 6.2, under SuSE Linux 9.x.

I also tried with just these commands in the startup file.

```
device, true=24
device, retain=2, decomposed=0, set_character_size=[10,12]
device, get_visual_depth = depth
```

I get the same thing.

Anyone with suggestions?

Thanks
Matt

WOW. Here's a suprising aside! With no startup file, if my IDL window is open in the background, in my generated png, I get what is in my foreground? See it here: <http://cires.colorado.edu/~savoie/test.png>

Hmm. I wonder if I had a backing store setup in my `idl_setup.pro`. Sorry, Looks like a false alarm, but I'll leave it in here in case someone else has this problem and finds this on google. This is apparently the fixer.

I also have in my `idl_startup.pro`:
`device, retain=2, decomposed=0, set_character_size[10,12]`

--

Matthew Savoie - Scientific Programmer
National Snow and Ice Data Center
(303) 735-0785 <http://nsidc.org>
