
Subject: staying away from color indices 0, and 255?

Posted by [savoie](#) on Wed, 01 Feb 2006 19:12:56 GMT

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Hey all,

I'm generating some images for publication, and I've *always* been able to escape postscript, until now. So I found lots of information about how to do device independent graphics, but as I was reading the notes on David's site (in the TOMS tutorial http://www.dfanning.com/graphics_tips/toms_tutorial.html) and found this:

"Note I have added 1 to the result, so that the TOMS data is now scaled from 1 to 7, instead of from 0 to 6. I have learned from hard experience that if you are working with colors in a PostScript file, you want to stay well away from color indices 0 and 255. Use any other color indices, but not either one of those! (This is not bad advice, in general, as it turns out.)"

I understand that the 0th index gets changed often. But why is it a good reason to stay away from index 255?

I ask, because I've always reserved the top 16 colors for myself and done scaling and loadct, etc, into the remaining locations, and before I rewrite that code, I thought I'd see how dire it's going to be.

So can anyone enlighten me on this?

Thanks
Matt

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