Subject: Re: problem loading color palette
Posted by aetherlux on Thu, 27 Jul 2006 09:47:51 GMT
View Forum Message <> Reply to Message

Well, I don't know how it works for IDL 6.3 but in IDL 6.0 Write_tiff
supports several arguments. My whole Write_tiff is:

Write_tiff,myfile,map,4,orientation=3

It is a trick that I had found surfing the internet to get the correct
orientation for my output file.
Moreover I use the arguments "xresol=***" and "yresol=***" to indicate
the resolution of the file, where *** is the resolution.

Ben Tupper wrote:
> aetherlux wrote:
>
>>>
>>>> I have a bigger problem, now the image is showed with right colors, but
>>>> the my output file with this map in yet saved with the default colors.
>
>>> Sorry, I don't know what you mean by "output file". You'll need to say
>>> how you created it.
>>>
>>> Karl
>>
>> I have got to solve the problem. It works fine but yet with the window
>> placed to the left of the screen.
>> Before issuing any graphics command:
>>
>> device, /install_colormap
>> device, true_color=24
>> device, decomposed=0
>> xloadct
>>
>> now you can choose your favourite palette.
>>
>> About the "output file": I write a tiff file to disk to save the
>> obtained graphic:
>>
>> myfile='/home/user/map.tif'
>> write_tiff,myfile,map,4
>>
>>
>
> Hi,
>
> WRITE_TIFF is expecting only one or two argument according to the IDL

> online docs (IDL 6.3). What are you trying to do with the third
> argument (4) that you have shown?
>
> Ben