Subject: Re: Problems with color tables and write_png
Posted by kathryn.ksm on Mon, 17 Sep 2007 21:58:09 GMT
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>> 	Colormap: Shared, 16777216 colors. Translation table: Enabled
>
> Well, "enabled" bothers me. And it could explain a great
> many of these odd problems, it seems to me. Is it possible
> you are running some kind of a startup file (either IDL
> or .cshrc or something) that is turning this translation
> table feature on? Maybe something you got from a friend who
> doesn't have your best interests at heart?
>
> Anyway, try this:
>
> 	DEVICE, BYPASS_TRANSLATION=0
>

Ah, that's intriguing... actually, I think DEVICE,
BYPASS_TRANSLATION=1 is what I want. I had DEVICE,
BYPASS_TRANSLATION=0 in a startup file that, indeed, I got from a
friend (who probably didn't have my best interests in mind). Almost
everything else in that startup file makes sense to me, but I had no
idea about this one. And bingo! That seems to be the trick. By
setting the bypass to 1 I got a png file that actually looks right! I
think that might have solved the problem....

Thanks so much! Phew!

Kathryn