
Subject: Re: Problems with color tables and write_png
Posted by [David Fanning](#) on Mon, 17 Sep 2007 21:45:53 GMT
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kathryn.ksm@gmail.com writes:

>> You have problems. :-)
>
> Beyond being too stupid to understand IDL's colors?

I'm not sure these problems are of your own devising. :-)

>> Could you tell us, please, the result of the following
>> command:
>>
>> IDL> Help, /Device
>
> Here's what I get:
> IDL> help, /device
> Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X
> Z
> Current graphics device: X
> Server: X11.0, The X.Org Foundation, Release 60802000
> Display Depth, Size: 24 bits, (1280,1024)
> Visual Class: TrueColor (4)
> Bits Per RGB: 8 (8/8/8)
> Physical Color Map Entries (Emulated / Actual): 256 / 256
> 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
```

Now do colors make more sense to you. In particular, TVREAD should now be able to make a PNG of what is in your window without difficulty.

```
IDL> void = TVREAD(/PNG)
```

Let us know.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
