Jeremy Bailin writes:

> Now THAT is one of the most useful things I've seen
> in a long time! But to do PS output, does it require
> idl8 in order to get the 24 bit ps device?

24-bit PostScript support was added in IDL 7.1,
although the Get_Decomposed keyword wasn't working
until IDL 7.1.1. All of the Coyote Graphics routines
try to work in decomposed color whenever possible.
(All of the version and machine dependencies are
concentrated in SetDecomposedState, by the way, so
you don't have to worry about these details yourself.)
But the programs are designed to work in either
decomposed or indexed color without difficulties.

Since I haven't worked in indexed color for at least
the last 6-8 years, I sometimes forget to check to be
sure this is the case, but that's the idea, anyway.
I always figured if the PostScript version of the
program worked, it *must* work in indexed color. And,
too, there are enough people stuck with at least
one foot in the 1970s that I am sure I would hear
about it if the programs didn't work the way they
are suppose to. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")