
Subject: Coyote Graphics 8-bit PNG Output
Posted by [David Fanning](#) on Wed, 04 Apr 2012 00:50:25 GMT
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Folks,

Nothing like a bunch of new program updates to bring the program change requests out of the woodwork! One request, for 8-bit PNG output to cut down on PNG file size, was easy enough to implement, although I do so reluctantly. God knows I've spent half my life trying to move people away from the 8-bit mindset, but it seems the world is full of too many conservative scientists to believe this is ever going to happen in my lifetime.

I concede reluctantly, but in a way I hope few people, and only those who read the documentation (that is, a handful, at most), will notice. PS_End will now check for a flag that can be set with cgWindow_SetDefs to see if an 8-bit or 24-bit PNG file should be created.

If you prefer 8-bit PNG files be created, do this:

```
cgWindow_SetDefs, IM_PNG8=1
```

If you prefer the normal, 24-bit PNG files, do nothing or set this keyword to 0.

This is an all or nothing deal. It is not possible to change this for a particular cgWindow with cgControl.

You will need the new Coyote Library programs from earlier today, plus these three additional programs:

```
http://www.idlcoyote.com/programs/ps_end.pro  
http://www.idlcoyote.com/programs/cgwindow_setdefs.pro  
http://www.idlcoyote.com/programs/cgwindow_getdefs.pro
```

Cheers,

David

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")
