Subject: Re: Problem with long integer color when saving a cgwindow to file
Posted by David Fanning on Mon, 03 Mar 2014 17:05:32 GMT
View Forum Message <> Reply to Message

Mats Löfdahl writes:

> I'm using cgplot in a cgwindow, specifying the color with a long
integer. This works fine. But when I try to save it as a graphics file,
I get an error of this type:
>
> Traceback Report from CGPLOT:
>
> % CGDEFAULTCOLOR: Improper input color. It is possible 24-bit colors (LONGs)
> are being used in indexed color mode to specify colors.
>
>
> Here is a minimal example:
>
> cgwindow
> cgplot, /add, [1, 2, 3], color = 9243623L
> ; Fine so far
> cgcontrol, output = 'test.jpg'

Congratulations, Mats, you are one in 10,000 IDL programmers using long integers the way they are suppose to be used!

I spent years tying to get people to do this. Eventually, I just gave it up as a lost cause. As a result, PostScript output is done (by default) in indexed color mode rather than decomposed color mode. Coyote routines mostly don't care. But, here is a case where you want to set your PostScript device up in decomposed color like everything else these days.

The way this is done is with cgWindow_SetDefs:

```
cgWindow_SetDefs, PS_Decomposed=1
```

I have this command in my IDL startup file, so it is done every time I start an IDL session. This way there is never any difference between what I see on my display and what I see in my PostScript file. In my opinion, anyone using IDL 7.1 or later should do this. (24-bit PostScript was introduced in IDL 7.1).

cgWindow gets its defaults from the keywords you set with cgWindow_SetDefs.

Cheers,

David

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