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Subject: Re: Problem with long integer color when saving a cgwindow to file  
Posted by [David Fanning](#) on Mon, 03 Mar 2014 17:21:10 GMT  
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David Fanning writes:

```
> The way this is done is with cgWindow_SetDefs:  
>  
> cgWindow_SetDefs, PS_Decomposed=1
```

By the way, if you don't want to permanently set your PostScript device up in 24 bit color, you can also set the PS\_Decomposed keyword on the cgControl command to do it for just that one instance.

```
cgcontrol, output = 'test.jpg', ps_decomposed=1
```

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>  
Sepore ma de ni thue. ("Perhaps thou speakest truth.")

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