
Subject: Re: Problem with long integer color when saving a cgwindow to file
Posted by [David Fanning](#) on Mon, 03 Mar 2014 18:18:06 GMT

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Mats Löfdahl writes:

> I don't know if I want to change this permanently or not. What are the drawbacks? That is, why isn't it the default?

I would say the drawback is that most people don't even realize the PostScript device can be configured, let alone configured as a 24-bit device. And, worst of all, the PostScript device is a "sticky" configuration. Once you set it, it stays set until you change it. If you use indexed color routines at all, then you are likely to be confused when all your graphics are showing up in shades of red in your PostScript device. :-)

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.")
