Subject: Re: How to create a colour table in IDL? Posted by Helder Marchetto on Tue, 13 Jan 2015 10:54:10 GMT

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Just in case you don't want to use David's library, then you have to make sure that decomposed is off:

device, decomposed=0 window, xsize=300, ysize=300 tv, dist(300)

To check for your current decomposition state, use:

If "decomposed" stuff is not your thing, I would recommend to do the following:
device, get\_decomposed=current\_decomp\_Value
print, 'my current decomposed value is ', current\_decomp\_Value

device, decomposed=0; do you calculations/imaging here

;restore the previous decomposition state: device, decomposed=current\_decomp\_Value

If you're not sure what decomposed means and does, used David's libary or read his books (the second option gives you more than the first).

Regards, Helder