
Subject: Re: tvrd failure on v5 on win95 [solved]
Posted by [Mirko Vukovic](#) on Thu, 05 Jun 1997 07:00:00 GMT
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Mirko Vukovic wrote:

>
> Struan Gray wrote:
>>
>> Mirko Vukovic, mirko.vukovic@grc.varian.com writes:
>>
>>> (some of you may recognize it as part of Struan's
>>> surface plotting tutorial).
>>
>> I thought it looked familiar :-)
>>
>>> _depending_ on the color table loaded with LOADCT (I
>>> tried 6 and 25), clr_surf contains a severely defficient
>>> image. Do a tv,clr_surf, and you will get either only the
>>> axes drawn (for color table 25) or a surface image but with
>>> colors that do not correspond to the original (for color
>>> table 6)
>>
>> It could be a bug in v5.0 but I would guess you are doing this on
>> a 16-bit or 24-bit display where TVRD doesn't return the colour index
>> used to plot the image, but instead gives you whichever of the red,
>> green and blue values for each pixel is largest. With some colour
>> tables this can give very different results from what you get on an
>> 8-bit display.

>
Well Struan was right.

I have a 16-bit graphics card and I had to go into the "true" mode of things to get the routines working.

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