
Subject: New procedure to save image files
Posted by [Liam Gumley](#) on Tue, 03 Aug 1999 07:00:00 GMT
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I finally decided I was tired of the usual process involved in saving the contents of the current graphics window to an image file (GIF or JPEG for example). These days IDL users are just as likely to have a 24-bit display as an 8-bit display, and thus you run into cases where a 24-bit image is displayed on-screen, but you want to save it as an 8-bit image (e.g. GIF). Likewise, there are times when an 8-bit image is displayed on-screen, but you want to save it as 24-bit (e.g. JPEG).

To get around all the headaches involved in this process, I wrote a procedure named SAVEIMAGE which determines whether you are running IDL in 8-bit or 24-bit mode, and automatically does any conversions necessary to save 8-bit or 24-bit output. The following output formats are supported:

8-bit: GIF (default), BMP
24-bit: JPEG, TIFF

Using the procedure is as simple as

```
IDL> saveimage, 'test.gif'
```

You can find the source at
<http://cimss.ssec.wisc.edu/~gumley/imagetools.html>

Please let me know if you have any problems.

Cheers,
Liam.

--

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Subject: Re: New procedure to save image files
Posted by [Liam Gumley](#) on Wed, 04 Aug 1999 07:00:00 GMT
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"Eric E. Dors" wrote:

- > I think that your saveimage routine is great!!! One comment:
- > I think that image dithering would be better as a command line
- > parameter instead of being hard-coded into your call to color_quant.

Done. See the updated version at
<http://cimss.ssec.wisc.edu/~gumley/imagetools.html>

I also added a check for IDL 5.1 or higher, which is required to allow the statement

```
DEVICE, GET_VISUAL_DEPTH=DEPTH
```

which determines whether the current IDL session is in 8-bit or 24-bit mode.

> thanks a lot for posting this routine,

No worries.

--

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