

---

Subject: Re: writing gray scale GIFs from a 24bit machine

Posted by [davidf](#) on Sat, 05 Feb 2000 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Brian Reardon (reardonb@my-deja.com) writes:

> I'm having trouble creating gray scale GIF images that accurately  
> reflect what is on my screen. I'm using a Mac and this problem does not  
> exist when the colors are set to 256 but if the colors are set to  
> thousands or millions I get a saved GIF image that has one color band  
> that should be almost black but is instead almost white. I get this  
> problem for gray scale color pallets such as loadct, 0. If I set the  
> color pallet to loadct, 39 the saved GIF is very much like the screen  
> image. The code I am using is the one David Fanning suggested and is  
> attached below. I would like for this code to work on any system with  
> any color pallet and any monitor color setting. Any help would be  
> appreciated.

There are two algorithms that can be used with Color\_Quan.  
The method I used in the code you were following produces  
the best results when there are lots of colors in the image.  
When you are producing gray-scale GIFs, you may get better  
results using the alternative Floyd-Steinburg method, which  
is selected by using the CUBE keyword. For example, like this:

```
image2d = Color_Quan(image24, 1, r, g, b, Cube=6)
```

You can find more details in this article on my web page:

[http://www.dfanning.com/tips/gif\\_gray.html](http://www.dfanning.com/tips/gif_gray.html)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: [davidf@dfanning.com](mailto:davidf@dfanning.com)

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155

---

---

Subject: Re: writing gray scale GIFs from a 24bit machine

Posted by [Liam E. Gumley](#) on Sat, 05 Feb 2000 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

<reardonb@my-deja.com> wrote in message news:87fnvl\$ev\$1@nnrp1.deja.com...

> I'm having trouble creating gray scale GIF images that accurately

> reflect what is on my screen. I'm using a Mac and this problem does not  
> exist when the colors are set to 256 but if the colors are set to  
> thousands or millions I get a saved GIF image that has one color band  
> that should be almost black but is instead almost white. I get this  
> problem for gray scale color pallets such as loadct, 0. If I set the  
> color pallet to loadct, 39 the saved GIF is very much like the screen  
> image. The code I am using is the one David Fanning suggested and is  
> attached below. I would like for this code to work on any system with  
> any color pallet and any monitor color setting. Any help would be  
> appreciated.

Try SAVEIMAGE, which can be found at  
<http://cimss.ssec.wisc.edu/~gumley/imagetools.html>

Let me know if you have any problems.

Cheers,  
Liam.  
<http://cimss.ssec.wisc.edu/~gumley>

---

---

Subject: Re: writing gray scale GIFs from a 24bit machine  
Posted by [reardonb](#) on Mon, 07 Feb 2000 08:00:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Liam,  
I installed your saveimage.pro program and it is working great. Thanks!  
Unfortunately, I do not fully understand what I was doing wrong. Could  
you enlighten me? Thanks.  
-Brian

In article <87fnvl\$ev\$1@nnrp1.deja.com>,  
reardonb@my-deja.com wrote:

> Hi,  
> I'm having trouble creating gray scale GIF images that accurately  
> reflect what is on my screen. I'm using a Mac and this problem does not  
> exist when the colors are set to 256 but if the colors are set to  
> thousands or millions I get a saved GIF image that has one color band  
> that should be almost black but is instead almost white. I get this  
> problem for gray scale color pallets such as loadct, 0. If I set the  
> color pallet to loadct, 39 the saved GIF is very much like the screen  
> image. The code I am using is the one David Fanning suggested and is  
> attached below. I would like for this code to work on any system with  
> any color pallet and any monitor color setting. Any help would be  
> appreciated.  
> Thanks.  
> -Brian  
>

```
> device, decomposed=0
> loadct, 0, ncolors=20, bottom=0
>   wset, info.wid
>   device, Get_visual_depth=thisdepth
>   if thisdepth gt 8 then begin
>     image24=TVRD(True = 1)
>     snapshot=color_quan(image24,1,r,g,b)
>   endif else begin
>     snapshot = tvrd()
>     tvlct, r, g, b, info.bottom, /get
>   endelse
>   write_gif,filename+'.gif',snapshot, r, g, b
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>
```

Sent via Deja.com <http://www.deja.com/>  
Before you buy.

---