
Subject: How-to? color png

Posted by [Bernard K.](#) on Mon, 29 Oct 2001 21:11:52 GMT

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Hello,

I would like to ouput the result of a shade_surf graphic to a png file.

Here is what I tried.

```
1>window, 1, xsize=600, ysize=400
2)data=findgen(600,400)
3) DEVICE, RETAIN=2, DECOMPOSED=0
4) xloadct to choose the color table BLUE/WHITE;
5) shade_surf, spec2d
6) data=tvrd()
7) write_png, 'image.png', data
```

Although the screen output is displayed in color with the BLUE/WHITE table, the file 'image.png' only contains the axis but no colored surface.

Does anybody know what I am doing wrong?

Thanks for any answer,

Bernard.

ps: I am using IDL 5.5 on a Macintosh (OS X 10.1 in classic mode).
