
Subject: color labrynth

Posted by [HILBERMAN](#) on Tue, 26 Mar 2002 16:19:06 GMT

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Hello all,

I am caught in the middle of a 24-bit v. 8-bit ping pong match for color graphics and my brain is starting to hurt. Need help.

THE PROBLEM: When I plot a perfectly beautiful, multi-color graph and try to save it to a bitmap file, the color is either not preserved (i.e. seems to revert to the B&W indexed color model?), or it is not preserved AND the lines are faint to none. (Depending, it seems, on whether or not I choose decomposed equal to 1 or 0.)

THE PLATFORM: I have been toying with the problem on a Sun Solaris 8, although I have also bounced over to the IDL on my Windows 2000 to see if it makes a difference (it doesn't).

As mentioned above, I have varied the device values (mainly Decomposed and True_Color), but I haven't found a solution. Clearly, this arena of 8-bit v. 24-bit color tables is new to me, and I would appreciate any help you may have.

Here is a pseudo code of the type I have been playing with:

```
pro test_plot
```

```
.*****  
,  
;Dummy variables and dummy functions to plot  
.*****  
,
```

```
x = indgen(50)
```

```
y = x^3  
yy = x^2 + 2
```

```
.*****  
,  
;device manipulation and color array definition  
.*****  
,
```

```
device, True_Color = 24, Decomposed = 1  
colarr = ['000000'XL, '7FABFF'XL, 'FF2200'XL]
```

```
.*****  
,  
;Plot functions  
.*****  
,
```

```
plot, yy, background = 'FFFFFF'XL, color = colarr[2], $  
    linestyle = 0, Xstyle = 1, xtitle = 'Time (days)', $  
    ytitle = 'Discharge (m3/s)', title = 'Test1'  
oplot, y, color = colarr[1], linestyle = 0
```

```
write_bmp, '~/test.bmp', tvrd()
```

```
end
```

```
~
```

Even though I'm not clear on the correct usage of 'device', I have a feeling that the error stems from using tvrd() to write the bitmap????

Thanks,
Rachael
