Subject: Re: off-white background in IDL-generated bitmaps Posted by David Fanning on Thu, 18 Apr 2002 17:21:21 GMT

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Hi Steve Smith<steven\_smith>, you write:

- > I generated some bitmap images (GIF, BMP) using IDL
- > and tvrd, they look good on the screen, but when inserted into MS-WORD
- > documents, the formerly white background becomes somewhat darkened or
- > shaded and stands off from the white page background. Is there a 'trick'
- > to make a bitmap image in IDL (with white background) that won't do
- > this? I suspect it has something to do with color indexing, so perhaps
- > someone will say 'use a non-indexed image format'. I do need compression,
- > and since the bitmaps have text in them, JPEG usually isn't a good idea.
- > Ideally, a vector-drawn text combined with the bitmapped portion of the
- > figure would be best, but I'm not aware of a way to do this in IDL. I'm
- > using idl 5.2, by the way. thanks for any suggestions!

Here is an article that explains what is going on and how to correct it:

http://www.dfanning.com/color\_tips/gif\_gray.html

Cheers.

David

--

David W. Fanning, Ph.D. Fanning Software Consulting

Phone: 970-221-0438, E-mail: david@dfanning.com

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

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

Subject: Re: off-white background in IDL-generated bitmaps Posted by nobody@nowhere.com (S on Thu, 18 Apr 2002 17:34:29 GMT View Forum Message <> Reply to Message

Thanks David! So I am correct that it is an indexing problem, apparently encountered before. Many bows and endless adulation, you are a trememdous source of IDL knowledge! I'll give the Cube=6 a try and see if it helps, thanks again!

On Thu, 18 Apr 2002 11:21:21 -0600, David Fanning <david@dfanning.com> wrote: > Hi Steve Smith<steven\_smith>, you write:

>

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Subject: Re: off-white background in IDL-generated bitmaps Posted by nobody@nowhere.com (S on Thu, 18 Apr 2002 19:01:44 GMT View Forum Message <> Reply to Message

I tried the Cube=6 option, this does give a "whiter" white. It reduces the number of colors from 57 to 26 as well. The image is a shaded surface, and using this option gives the surface a "grainy" appearance. I'm sure you've encountered this, but thought I'd add it here to the discussion. Thanks again for the advice!

On Thu, 18 Apr 2002 17:34:29 -0000, Steve Smith<steven\_smith> <nobody@nowhere.com> wrote:

> Thanks David! So I am correct that it is an indexing problem, apparently

steve@NOSPAMmailaps.org remove NOSPAM before replying

Steve S.

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>> Cheers,
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>> David
>> --
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