
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

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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
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Thanks David! So I am correct that it is an indexing problem, apparently
encountered before. Many bows and endless adulation, you are a tremendous
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:

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Steve S.

steve@NOSPAMmailaps.org
remove NOSPAM before replying

Subject: Re: off-white background in IDL-generated bitmaps
Posted by nobody@nowhere.com (S on Thu, 18 Apr 2002 19:01:44 GMT
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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:
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> Steve S.
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> steve@NOSPAMmailaps.org
> remove NOSPAM before replying

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