
Subject: Re: BGR color instead of RGB

Posted by [David Fanning](#) on Tue, 07 Dec 2004 13:51:22 GMT

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Andry William writes:

> I have been looking on the group about a problem I am having with the
> color.
> This seems to be something a lot of people have already experienced
> but I am not sure I found the solution on how to solve it.
>
> Our group is thinking of buying IDL 6.1 so I am trying to test it on
> our system.
>
> I do a plot using
>
> PLOT, randomu(n,20), color='ff0000'x, background='ffffff'x
>
> it just comes out with a blue color (instead of red). It seems like it
> uses BGR
> table rather than RGB.
>
> I appreciate any input on understanding how I can get the right color
> (I mean, the usual RGB color). What startup or configuration should I
> use.

I think this is the right color. Perhaps it's *you* who is thinking backwards. In a 24-bit number, the lowest 8 bits specify red, the middle 8 bits specify green, and the highest 8 bits specify blue.

```
IDL> Print, Binary('ff0000'xL)
```

```
1 1 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
```

Where the low bits are on the right, as in most numbers.

Cheers,

David

--

David Fanning, Ph.D.

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

Subject: Re: BGR color instead of RGB
Posted by [war](#) on Tue, 07 Dec 2004 14:12:04 GMT
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Hi again,

Dave, you are just great. Thanks for the quick reply.

The reason I thought it was backward is that when looking at, say, html color, the red one is defined by the code #FF0000, so I just assumed it is the same.

Andry

Subject: Re: BGR color instead of RGB
Posted by [war](#) on Tue, 07 Dec 2004 14:12:40 GMT
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Hi again,

Dave, you are just great. Thanks for the quick reply.

The reason I thought it was backward is that when looking at, say, html color, the red one is defined by the code #FF0000, so I just assumed it is the same.

Andry
