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Subject: Re: Alternative to COLOR\_QUAN ? GIF with more than 256 colors  
Posted by [Spon](#) on Thu, 10 Feb 2011 11:34:40 GMT

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On Feb 9, 9:21 pm, nata <bernat.puigdomen...@gmail.com> wrote:

> Hi folks,  
>  
> I want to create an animated GIF from my IDLgrWindow (object graphics  
> IDL 7.1).  
> How could I create GIFs with more than 256 colors ?  
> Thank you in advance,  
>  
> Bernat  
>  
> PS GIFs aren't limited to 256 colors

From the wikipedia article:

"The format supports up to 8 bits per pixel thus allowing a single image to reference a palette of up to 256 distinct colors."

Are you \*sure\* about your PS statement?

Regards,  
Chris

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Subject: Re: Alternative to COLOR\_QUAN ? GIF with more than 256 colors  
Posted by [natha](#) on Thu, 10 Feb 2011 12:57:32 GMT

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Yes ! Check <http://www.cydeweys.com/blog/2008/03/26/gifs-not-256-colors/>

What I realized is that the routine WRITE\_GIF only supports an input BYTE array. That means that I can only save from 0 to 255 colors.

That's really annoying...

Forget my post,

Bernat

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Subject: Re: Alternative to COLOR\_QUAN ? GIF with more than 256 colors  
Posted by [Spon](#) on Thu, 10 Feb 2011 13:20:15 GMT

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On Feb 10, 12:57 pm, nata <bernat.puigdomen...@gmail.com> wrote:

> Yes ! Check <http://www.cydeweys.com/blog/2008/03/26/gifs-not-256-colors/>

Impressive!

- > What I realized is that the routine WRITE\_GIF only supports an input
- > BYTE array. That means that I can only save from 0 to 255 colors.

Well, WRITE\_GIF is written in IDL, so I expect you could modify it to accept >256 colours for your own personal use if you had the time and expertise...

- > That's really annoying...
- > Forget my post,

I suspect that's the best solution :-(

- >
- > Bernat

Chris

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