
Subject: Alternative to COLOR_QUAN ? GIF with more than 256 colors

Posted by [natha](#) on Wed, 09 Feb 2011 21:21:23 GMT

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Hi folks,

I want to create an animated GIF from my IDLgrWindow (object graphics IDL 7.1).

I'm reading the content of my window and then I retrieve the true color image :

```
image=window->Read()  
image->GetProperty, DATA=true_image
```

Here, true_image is a 3 x N x M array.

Before, creating the GIF file with the routine WRITE_GIF I have to convert the true_color image to an array of index and the red, green, blue vectors.

To do that, I use COLOR_QUAN but this routine does not accept more than 256 colors. T_T

How could I create GIFs with more than 256 colors ?

Thank you in advance,

Bernat

PS GIFs aren't limited to 256 colors
