
Subject: Trapped Error. CGPLOT:CGDEFAULTCOLOR

Posted by [limiq](#) on Wed, 18 Dec 2013 20:16:26 GMT

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Dear all,

I have made a code that fit a line in different colors for different group of data. On the screen the figure is produced as expected (using CgWindow) but when I want to save it as a PostScrip file I am getting the following error (even after updating my coyote library):

Trapped Error

CGPLOT:CGDEFAULTCOLOR: Improper input color.It is possible 24-bit colors (LONGs) are being used in indexed color mode to specify colors.

I was wondering if someone knows the reason of this message.

Thanks

Lim

Subject: Re: Trapped Error. CGPLOT:CGDEFAULTCOLOR

Posted by [Phillip Bitzer](#) on Wed, 18 Dec 2013 22:11:25 GMT

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Well, the smart aleck in me wants to say the reason is you're using long integers while in the indexed color mode :-)

Maybe a little more helpful: make sure that your Postscript device is in the decomposed mode. See the keyword PS_DECOMPOSED to cgWindow_SetDefs.

Subject: Re: Trapped Error. CGPLOT:CGDEFAULTCOLOR

Posted by [limiq](#) on Thu, 19 Dec 2013 14:23:03 GMT

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On Wednesday, December 18, 2013 5:11:25 PM UTC-5, Phillip Bitzer wrote:

> Well, the smart aleck in me wants to say the reason is you're using long integers while in the indexed color mode :-)

>

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>

> Maybe a little more helpful: make sure that your Postscript device is in the decomposed mode. See the keyword PS_DECOMPOSED to cgWindow_SetDefs.

Hi Phillip,

Yes, the problem was the decomposed mode.

thank you so much.
Lim
