
Subject: Re: Color BMP problems

Posted by [davidf](#) on Sat, 28 Mar 1998 08:00:00 GMT

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James Fulton (jfulton@impulse.net) writes:

```
> I use the following lines to make a bitmap file of the active window and the
> resulting file seems to have different colors from the original when I view
> the file.
>
>   TVLCT, R, G, B, /GET
>   image = TVRD()
>   WRITE_BMP, 'temp.bmp', image, R, G, B
>
> I am using Win95 with the screen set at 16 bits. I am also using the
> supplied color files that comes with IDL. Any ideas why?
```

Sure enough, the image you are getting back from Read_BMP and the original image contain different values. But in this case Write_BMP has nothing to do with it. TVRD is the culprit.

Try this when your display is set to 16-bit (thousands of colors):

```
loadct, 0
image = Dist(200)
window, 0, xsize=200, ysize=200
tv, image
```

```
test = TVRD()
window, 1, xsize=200, ysize=200
tv, test
```

You can already see slight difference in the images. On my display the second test image seems to have some green-tinted colors in it. Just to see that these differences are real, type this:

```
tvsc1, image - test
```

You would expect a black display, but that is not what you get. This is the source of your troubles.

I get the same result in IDL 5.0.3 and 5.1 beta 2.

I don't know what to tell you, except that RSI has NEVER claimed to support 16-bit color. It is only under the

rarest occasions that I ever run IDL in anything but 8-bit mode. When I do venture forth into 24-bit color space, I am almost always sorry I did. :-)

I did hear from reliable sources that starting in IDL 5.1 24-bit color will be handled the same on ALL platforms. This, at least, is good news. :-)

Cheers,

David

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