
Subject: Color BMP problems

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

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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?

Subject: Re: Color BMP problems

Posted by [davidf](#) on Tue, 31 Mar 1998 08:00:00 GMT

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Dave Coulter (dwc@nel.newmont.com) writes:

> This may be due to the Microsoft primary ordering which is BGR not RGB. The
> following code works fine on 16bit/24bit displays under Win95:

```
>
>   save_bmp = 'foobar.bmp'
>   bmp_image = TVRD(/TRUE)
>   ; change from RGB to BGR for .BMP
>   chan_temp = bmp_image[0,*,*]
>   bmp_image[0,*,*] = bmp_image[2,*,*]
>   bmp_image[2,*,*] = chan_temp
>   write_bmp, save_bmp, TEMPORARY(bmp_image)
```

> I have found that Truecolor graphics work great under 5.0.2 - I avoid using
> color tables and color indexes as much as possible.

Now HERE is something I didn't know and wouldn't have figured out in a long, long time!

Thanks, Dave.

Cheers,

David

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

Subject: Re: Color BMP problems

Posted by [dwc](#) on Wed, 01 Apr 1998 08:00:00 GMT

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In article <6fjn2o\$6kh\$1@sienna.impulse.net>, jfulton@impulse.net says...

>

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Dave Coulter

dwc@nel.newmont.com
