Subject: Re: Do sav files have only 256 colors Posted by davidf on Tue, 13 Apr 1999 07:00:00 GMT

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R.Bauer (R.Bauer@fz-juelich.de) writes:

- > I found on NT 40 created say files with graphics output on screen won't
- > work with
- > more than 256 colors.

Uh, you better explain this a little more. I'm dubious. :-)

Cheers.

David

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

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

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Do sav files have only 256 colors Posted by davidf on Wed, 14 Apr 1999 07:00:00 GMT View Forum Message <> Reply to Message

Robert King (kingrj2@bp.com) writes:

- > I had much trouble with getting colours (ie not greyscale) to work
- > correctly in runtime versions of .sav files but [thanks to DWF :-)], I
- > found that if you include "Device Decomposed=0" [oh no, not again! :-)]
- > at the beginning of your program and then create a .sav file, you can get
- > colours to work correctly on any screen mode.

God bless you, Sir.

Cheers.

David

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## Subject: Re: Do sav files have only 256 colors Posted by davidf on Wed, 14 Apr 1999 07:00:00 GMT

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## R.Bauer (R.Bauer@fz-juelich.de) writes:

- > this is a small example.
- > create a runtime sav file 'cbar\_true.sav' in true color mode of your graphics
- > card
- > Then execute the file. You'll see only greyscaled colors.
- > If you change to 8bit color mode and you execute again you see a red to white
- > colorsystem

> >

> pro cbar\_true

- > loadct.3
- > cbar
- > wait,20
- > end

I modified your program slightly, because I don't have the CBar program. And, of course, I added Device, Decomposed=0 because without it you will NEVER get colors anywhere (see posting by our newest member, S. Daniel Kwak). But my program looks like this:

```
pro cbar_true
  device, decomposed=0
  loadct,3
  colorbar
  wait, 20
end
```

And it ran \*perfectly\* on a Windows NT machine set in 24-bit mode.

Are you sure you created the save file properly?

```
IDL> .Compile cbar_true
IDL> Resolve_All
IDL> Save, /Routines, File='cbar_true.sav'
```

If you forget the Resolve\_All command, of course, then you will never find the LOADCT command and that would cause colors to be gray-scale.

Cheers,

David

--

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Subject: Re: Do sav files have only 256 colors
Posted by Robert King on Wed, 14 Apr 1999 07:00:00 GMT
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>

Hi,

I'm quite new to IDL so forgive me if I've got the point to the question wrong..

I had much trouble with getting colours (ie not greyscale) to work correctly in runtime versions of .sav files but [thanks to DWF :-)], I found that if you include "Device Decomposed=0" [oh no, not again! :-)] at the beginning of your program and then create a .sav file, you can get colours to work correctly on any screen mode.

I hope that this helps,

Robert

Subject: Re: Do sav files have only 256 colors Posted by R.Bauer on Wed, 14 Apr 1999 07:00:00 GMT

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## David Fanning wrote:

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You are right,
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create a runtime sav file 'cbar_true.sav' in true color mode of your graphics
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If you change to 8bit color mode and you execute again you see a red to white
colorsystem
pro cbar_true
 loadct,3
 cbar
 wait,20
end
R.Bauer
```