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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 sav 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](mailto:davidf@dfanning.com)  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Toll-Free IDL Book Orders: 1-888-461-0155

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Robert King ([kingrj2@bp.com](mailto: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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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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white  
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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

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David Fanning wrote:

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You are right,

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

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R.Bauer

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