
Subject: Re: TVRD'ing under windows

Posted by [Pavel Romashkin](#) on Thu, 06 May 1999 07:00:00 GMT

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I remember reading that in order to tvrd/ tv you should have IDL provide the backing store (device, retain=2). Maybe the Windows backing store is not communicating with IDL properly in 16-bit mode. I have not tried it myself, just remembered reading about it.

Cheers,

Pavel

Subject: Re: TVRD'ing under windows

Posted by [Liam Gumley](#) on Thu, 06 May 1999 07:00:00 GMT

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Phil Aldis wrote:

> I'm having trouble tvrd'ing under windows, when I'm running 16 bit
> mode, and using decomposed colour. If I display an image, and then
> tvrd it back in and the tv that image, I get a garbled mess. The only
> way I can get a representation of what is on the screen is to set it
> into 24 bit mode, image=tvrd (true=1) and then tv, image, true=1.

My experience has been using IDL with a 16 bit display is just plain unreliable, whether it's under Windows or Unix. My advice, play it safe and use either an 8 bit or 24 bit display.

Cheers,

Liam.

Liam E. Gumley

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Subject: Re: TVRD'ing under windows

Posted by [davidf](#) on Fri, 07 May 1999 07:00:00 GMT

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Phil Aldis (philaldis@geocities.com) writes:

> I'm having trouble tvrd'ing under windows, when I'm running 16 bit
> mode, and using decomposed colour. If I display an image, and then
> tvrd it back in and the tv that image, I get a garbled mess. The only

> way I can get a representation of what is on the screen is to set it
> into 24 bit mode, image=tvrd (true=1) and then tv, image, true=1.
>
> I'm not really sure what's going on. Is this anything to do with what
> David was saying a while back, that when you're using decomposed
> colour, it runs stuff through the table or something.

Must be something going around, because I just wrote an article
about this last week and posted it on my web page:

http://www.dfanning.com/tips/strange_tvrd.html

You don't have to be in 24-bit mode (at least in IDL
5.2), but you **DO** have to set the TRUE keyword both in
TVRD and on the TV command, and you DO have to have
Decomposed=1 when displaying a 24-bit image on a PC.

(I **really** think this last requirement is a bug, RSI.
Anyone listening?)

Cheers,

David

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