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.

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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 bake, that when you're using decomposed
- > colous, 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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