
Subject: Re: Basic colors for plot
Posted by [davidf](#) on Fri, 21 May 1999 07:00:00 GMT
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Nils Johnson (nilsj@unixg.ubc.ca) writes:

> I'm sure it's something basic that I'm missing. But what?

See my web page for the tip of the millennium! :-)

Cheers,

David

P.S. Try Device, Decomposed=0

--
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: Basic colors for plot
Posted by [davidf](#) on Mon, 24 May 1999 07:00:00 GMT
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Nils Johnson (nilsj@unixg.ubc.ca) writes:

> : > I'm sure it's something basic that I'm missing. But what?

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> Ah, yes, but that causes another problem. I am wanting to save the
> resulting graphs as GIF files. However, with this option set to 0, using
> tvrd to capture the screen (with the true keyword set to 0) returns the
> luminosity, i.e. maximum value of RGB at each point. I'd like the actual
> color returned.

>

> What I need is a way of using tek_color normally, as given by
> decomposed=0, but also being able to capture the window to a GIF somehow
> without the colors getting messed up. What's the workaround this time?

Uh, better get the book. Or, if you are short of cash,
better read my web page more thoroughly. :-)

http://www.dfanning.com/tips/how_gif24.html

Cheers,

David

--

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Subject: Re: Basic colors for plot

Posted by [nilsj](#) on Mon, 24 May 1999 07:00:00 GMT

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Nils
