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Subject: Re: IDL Colors on 24-Bit Displays  
Posted by [Markus Nowak](#) on Fri, 09 Jan 1998 08:00:00 GMT  
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Hi there,

A work-around for the "24-bit color problem" in IDL 5.0 on Macs:  
Start IDL with your screen set to "256 colors". All color table and plot  
stuff will work as expected. I Now of course you will get tired of  
changing LUTs when switching between applications. Wel,, just re-set  
your screen to "Millions of colors". This won't affect IDL (!!!!!!!).  
It's a bit of a pain, but better than red plots.

For those working on other OS's: Try it - it might work!

Bye for now

Markus Nowak  
PET Center  
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David Fanning wrote:

> Hi Folks,  
>  
> I don't pretend that this is the last word on the subject,  
> but with the help of Mark Rivers and the technical support  
> folks at RSI I think I \*finally\* have a pretty good handle  
> on what is happening with 24-bit colors. (At least with  
> respect to direct graphics. The object graphics system  
> seems to use yet another scheme and I am still  
> puzzled about aspects of that.)  
>  
> In any case, you can see my 3:00 AM feeble attempt to  
> explain it to myself (don't ask) in a new article on my  
> web page. It is at this URL:  
>  
> <http://www.dfanning.com/tips/colors24.html>  
>  
> Cheers,  
>  
> David

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