Subject: Re: odd behavior of loadct
Posted by gurman on Fri, 19 Jun 1998 07:00:00 GMT
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In article <35867171.499@rosa.mpin-koeln.mpg.de>, Alex Schuster
<alex@rosa.mpin-koeln.mpg.de> wrote:

> David Fanning wrote:
>
>> Alex Schuster (alex@rosa.mpin-koeln.mpg.de) writes:
>>
>>> David Fanning was WRONG:
>
> Oops... mabe I forgot a smiley here :)
>
>>>> on my web page for details. Use your Display control
>>>> panel to get your Mac in 256 color mode and you will have
>>>> no trouble.
>>>
>>> But: Having only 256 colors _is_ trouble!
>>
>> Wrong!? If my theory was right (and remember I couldn't
>> test it) and the IDL demo actually put John's Mac in 256
>> color mode and left it there. _And John couldn't tell the
>> difference_. Then where is the trouble? :-)
>
> The trouble is the missing 16776960 colors :-)
> Really, I want my workstation to display as much colors as I want. Okay,
> about 32000 colors would be enough for me, but 256 just is too few.
>
> And I would be surprised if IDL somehow could change the color depth on
> the Mac. However, I just tried what John wrote, and even running the
> demo first didn't help. Strange...
>

   The other day, I installed 5.1 on my home Power Center Pro running OS
8.1, and a funny thing happened (at least, something that didn't happen
under 5.0.3): a routine
that calls LOADCT and then CW_ANIMATE produced only grey-scale movies
until I set the graphics... option under the Edit -> Preferences menu item
to "Pseudo (8-bit)."

   I can still get any 256 colors I want, but why this change?

                        Joe Gurman

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