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Subject: IDL in 32 bpp ?

Posted by [Miska Le Louarn](#) on Thu, 23 Jul 1998 07:00:00 GMT

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Hi everybody !

I just got my new Linux computer and would like to use IDL on it. My problem is that the 24 bpp driver of my video card doesn't work, so I am left with the choice between running it in 8, 16, or 32 bpp.

My question is: can I run IDL in any mode greater than 8 bpp (which works fine, but 256 colors are not many) ? I know it works on 24 bpp displays (I've used it so on other PCs, with the decomposed keyword), but it doesn't at first sight work in 32 bpp...I would be happy even if I cannot get all the colors in IDL, if only I can get it to show SOMETHING !

Any clues ?

Thanks in advance,

Miska

PS: I have Linux redhat 5.1, and IDL 5.0.1

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