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Does anyone know if I can run X in 16bpp and then force IDL to open a graphics window with 8bpp?

At the moment, I'm running X in 24bpp in order to avoid colormap problems between different apps. But, this requires a smaller resolution screen with only a 4Mb graphics card. Of course, the best solution would be to upgrade the memory on the graphics card...

FYI, I'm running IDL5.1 in Linux.

Thanks for any thoughts.

Chris

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Chris E. Forest

mailto:ceforest@mit.edu