
Subject: Re: WIN NT/95 DEVICE, DECOMPOSED=0
Posted by [davidf](#) on Mon, 14 Sep 1998 07:00:00 GMT
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R. Bauer (r.bauer@fz-juelich.de) writes:

- > I found in one of the readme.txt the command: DEVICE, DECOMPOSED=0
- > It will switch if the graphic card is in true color mode to an indexed
- > color mode of 8bit.

No, I'm quite sure it didn't say that (although I can't find the reference to be sure). I think what it probably said was that setting DECOMPOSED=0 allows you to specify colors *as if* you were using the indexed color mode. In other words, you don't have to do this to get your plot in a yellow color:

```
IDL> Plot, data, Color='00ffff'x
```

Instead, you can do this:

```
IDL> TVLCT, 255, 255, 0, 10  
IDL> Plot, data, Color=10
```

- > Set this keyword to 0 to cause the least-significant 8 bits of the color
- > index value to be interpreted as a PseudoColor index. This setting
- > allows users with DirectColor and TrueColor displays to use IDL programs
- > written for standard, PseudoColor displays without modification.

I think this is a true statement, as far as it goes, although it doesn't cause you to anticipate the problems you inevitably encounter below.

- > I found following differences to the real 8bit graphic mode.
- >
- > 1. tvrd() did not work!
- > the results are very surprising me

You are obviously not keeping up with the articles on my web page. ;-)

Try this one:

```
http://www.dfanning.com/tips/tvrd\_16bit.html
```

- > 2. if I change the color table e.g. loadct,2 the colors on screen won't
- > refresh. I have to start the application again to get the result in
- > the new colors.

Try these articles:

<http://www.dfanning.com/tips/colors24.html>

<http://www.dfanning.com/tips/noxloadct.html>

http://www.dfanning.com/tips/24bit_color_idl51.html

I am finding that I **love** to run IDL in 24-bit mode.
I can have as many color tables as I like, I don't have
to worry about direct graphics programs and object graphics
programs working together, I get **great** color saturation,
etc. The only problem is writing programs that work with
color tables properly when I change the color tables.
For that, you can read this article:

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

Of course, my book explains all of this in even more
detail. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
