Subject: 24 bit colors in IDL
Posted by Richard Penrose on Tue, 03 Nov 1998 08:00:00 GMT
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I am working on a piece of software written in IDL that has always assumed the color resolution to be 256 colours. I would like to be able to use the same piece of software on a machine which has a flashy graphics card and only allows a colour resolution of 24 bits (True Colour).

At the moment when I change the colour resolution it messes up all of the software's colours. The piece of code that we use to set up the colours is as follows:

```
  iaR
=                                                $
   [255,1,192,128,255,142,255,213,  0,  0,  0,  0,  0,
0,255,197,248,247]
  iaG
=                                                $
   [255,1,192,128,  0,  0,255,213,255,176,255,171,  0,
0,192,138,208,167]
  iaB
=                                                $
   [255,1,192,128,  0,  0,  0,  0,  0,  0,255,171,255,185,  0,
0,198,195]

  tvlct, iaR, iaG, iaB

  st_color = { $
     i_white              :     0                          ,
$
     i_black              :     1                          ,
$
     i_light_grey         :     2,
$
     i_dark_grey          :     3,
$
     i_light_red          :     4,
$
     i_red                :     4,
$
     i_dark_red           :     5,
$
     i_light_yellow       :     6,
$
     i_yellow             :     6,
```

```
$
   i_dark_yellow        :    7,
$
   i_light_green        :    8,
$
   i_dark_green         :    9,
$
   i_light_cyan         :   10,
$
   i_dark_cyan          :   11,
$
   i_light_blue         :   12,
$
   i_dark_blue          :   13,
$
   i_light_orange       :   14,
$
   i_orange             :   14,
$
   i_dark_orange        :   15,
$
   i_light_pink         :   16,
$
   i_dark_pink          :   17
$
   }
```

We then use the st_color structure to access the iaR, iaG, iaB arrays and get the desired color, e.g. [1,1,1] should give black and [255,255,255] should give white.

Now it seemed obvious to me that to upgrade to 24 bit colours all I needed to do was to
multiply each element of the iaR, iaG, iaB arrays by 65536 and subtract 1. Disappointingly this does not seem to work!

Can anyone help.

Cheers Richard
