Subject: Re: IDL colors on Linux XFree86
Posted by George White on Sat, 07 Nov 1998 08:00:00 GMT
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I run XFree86/OS2 with IDL running on an SGI host. XFree86 allows you to have multiple servers (e.g. host:0.0, host:1.0, etc.) each with a different color depth. XFree86 does not allow 8-bit visuals with a "true color" server, so you have to run an 8-bit server to use 8-bit visuals.

Another difference between XFree86 and X-terminals or workstations is that the latter generally provide gamma correction to linearize the response, while XFree86 just gives you what the hardware provides, which is generally far from linear. Some apps (Gimp) allow you to set a gamma value, and many cards have hardware support for color calibration that might some day be available via XFree86, but at present XFree86 is a far from satisfactory for serious image processing.

In principle, a commercial X-server and suitable hardware could provide accelerated OpenGL as well as color correction. Has anyone found a combination that works well for IDL object graphics?

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On 6 Nov 1998, Dirk Fabian wrote:

> Now, I run IDL by xhosting off my department's server and shipping the
> display back to my machine. I would like to run my machine in 24 or 32
> bit color, but for various reasons, i can only do 16 bits. But, it seems
> that XFree86 only has one visual class that a program can use!
>
> i.e. I would like to force IDL to do 8 bit color (because i definitely
> understand how it works) with device,pseudo_color=8 but it refuses with
>
> % Unsupported X Windows visual (class: PseudoColor, depth: 8).
> Substituting default (class: TrueColor, Depth: 16).
>
> I also tried having idl.gr_visual: PseudoColor in my .Xdefaults file, but
> to no avail. Is there a way to make 16bit act like 8bit so my poorly
> color aware programs will work?
>
> OR, is this a problem with XFree86 that can be worked around, or is there
> another (hopefully free!) solution that can be used?