
Subject: Re: 24 bit colors in IDL

Posted by [Nigel Wade](#) on Thu, 19 Nov 1998 08:00:00 GMT

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David Fanning wrote:

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;>
;> Nigel Wade (nmw@ion.le.ac.uk) writes:
;>
;> > Why do you want to blame SGI?
;> >
;> > If IDL asks for a DirectColor visual and gets what's wrong
;> > with that?
;>
;> Geez, Nigel. Bad day? You must be the systems
;> administrator for a bunch of SGIs. :-)
```

How did you guess? (I could say every day is a bad day when you administer SGI machines, but I won't).

Sorry, I didn't mean it to sound harsh. Words without intonation can be hard to control.

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;>
;> My apologies. IDL does in fact look for a DirectColor
;> visual first. The problem with a DirectColor visual is
;> that it is not writeable. That is to say, you can't load
;> a color table. Thus, the *only* way you can express
;> a yellow color in a DirectColor visual is to specify
;> its color triple (usually as a 24-bit integer).
;> Similarly, the only way you can get a color image
;> is to use a 24-bit image. I suppose this visual is
;> looked for first because it is the "purest" form of
;> 24-bit color.
;>
;> The real problem with SGIs is that those guys tend
;> to use color correctly, but they are the only ones
;> to do so. If you get brought up on a machine that
;> is confused, then you tend to think the SGI is at
;> fault. :-)
;>
;> Cheers,
;>
;> David
```

Yeah, isn't 24 bit colour fun?

We've recently gone from 8 bit to 24 bit displays here and all the attendant problems of getting our old 8-bit programs to display in colours other than various shades of red.

--

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