
Subject: 16-bit colors in Linux (Re: 24 bit colors in IDL)
Posted by [G. Hugh SONG](#) on Thu, 19 Nov 1998 08:00:00 GMT
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David Fanning wrote:

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> Andy Bristow (ajbristow@dera.gov.uk) writes:
>
>> I was just getting my head round 24-bit, having been prompted by this
>> thread. So, at Philip's suggestion I went to
>>
>> http://www.dfanning.com/tips/colors24.html
>>
>> All well and good. Sounds relatively straightforward.
>>
>> So on my SGI (IRIX 6.5.1, IDL 5.1) I tried some of the
>> suggested code (immediatley after starting IDL up):
>>
>> device,decomposed=0
>> tvlct,[[255],[255],[0]],100
>> plot,randomu(10,10),color=100
>>
>> expecting the plot to be yellow, as advertised. Except no, _I_
>> get a medium-light shade of grey!
>>
>> Any suggestions?
>
> Oh, dear. I think this is one of those TrueColor/DirectColor
> tricks that SGI engineers like to play on people. This is
> a complication that I don't *even* want to know about.
>
> Try this. Type this:
>
> Device, Get_Visual_Name=thisName
> Print, thisName
>
> If thisName is "TrueColor" change it to "DirectColor":
>
> Device, DirectColor=24
>
> If thisName is "DirectColor" change it to "TrueColor":
>
> Device, TrueColor=24
>
> Do this *before* you open any graphics windows in IDL.
> Try the code above again. Different? The same?
>
> Please let us know. :-(
```

>
> Cheers,
>
> David
>
> Note: A copy of this article was e-mailed to the original poster.

Wow!

I really don't understand why this must be this much complicated.

Originally whose fault is this for this complication on different machines?

On my Linux, it appears that different XFree86 servers have different color devices or whatever.
Admittedly, I don't know what is going on.

I simply want the color resources should not be exhausted and be correctly displayed if I use more than 8-bit colors. Yet, IDL does not fire up without doing something special at 16-bit colors.

Is this because there are variations such as TrueColor and DirectColor on different Unix/X11 machines?

There must be a FAQ on this topic.
Can someone direct me to FAQ?

THanks

--

G. Hugh Song

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