
Subject: Re: 24 bit colors in IDL
Posted by [davidf](#) on Wed, 18 Nov 1998 08:00:00 GMT
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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. :-)

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
