
Subject: Re: 24 bit colors in IDL
Posted by [davidf](#) on Tue, 17 Nov 1998 08:00:00 GMT
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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 (immediately 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.
