
Subject: Re: 24 bit colors in IDL
Posted by [Vapuser](#) on Fri, 20 Nov 1998 08:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

davidf@dfanning.com (David Fanning) writes:

(whd snips quote from IDL help file, but leaves in...)
>> (whd)
>> I suspect that the same mechanism is used by
>> 'device,get_visual_name=name' as is used in help,/device. In order to
>> answer the question, a connection is made to the X-server, the die is
>> cast, the matter is settled.
>>
>> If a connection to the X-server has not been made, I would rather see
>> a "don't know" message returned,rather than have IDL decide on the
>> visual. At least that way, when some routine started up, I'd know that
>> I still have the option of pseudo color or true color available. This
>> way, just asking the question decides the answer.
>
> Oh, this is s-o-o-o-o ugly. And news to me too.
> This whole business about never being able to set
> your visual class after opening a window is extremely
> inconvenient.
>

On Unix machines, I suspect this is a limitation of X. Don't know
about Window's machines.

> I would say that if you have no graphics windows
> currently open you ought to be able to change your
> visual class. After all, PV-Wave can do it. :-) :-)
>

Can PV-Wave change the visual class? Also, is it the same in the
Windows version? Does calling device,get_visual_name=name set the
visual class?

> Cheers,
>
> David
>

Yes, cheers. I've just started working in 24bit color, and alot of
my code is implicitly 8-bit. It would be nice to be able to determine
whether the visual class has been set yet, without actually setting
it. Unless I've missed something, it doesn't look like that is

possible.
