
Subject: Re: 24 bit colors in IDL
Posted by [Vapuser](#) on Thu, 19 Nov 1998 08:00:00 GMT
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davidf@dfanning.com (David Fanning) writes:

Dave;

I don't think this will work. On my SGI running Irix 6.5 and idl 5.1.1 just making the 'Device, Get_Visual_Name=thisName' call set's the visual class. I issued the following statements as the first statements after starting IDL.

```
IDL> device,get_visual_name=name & print,name
DirectColor
IDL> device,pseudo=8
^^^^^^^^^^^^^^
```

```
IDL> device,get_visual_name=name & print,name
DirectColor
^^^^^^^^^^^^
```

```
IDL> window
IDL> print,!d.n_colors
16777216
```

```
IDL>exit
Process idl finished
```

Similarly ...

```
IDL> device,pseudo=8
IDL> device,get_visual_name=name & print,name
PseudoColor
IDL> device,true=24
IDL> device,get_visual_name=name & print,name
PseudoColor
IDL> window
IDL> print,!d.n_colors
41
IDL> exit
Process idl finished
```

The help file says...

The colormap/visual class combination is chosen when IDL first connects with the X Window server. Note that if you connect with the X server by creating a window or

using the `DEVICE` keyword to the `HELP` procedure,

the visual class will be set; it then cannot be changed until IDL is restarted. If you wish to use a visual class other than the default, be sure to set it with a call to the `DEVICE` procedure before creating windows or otherwise connecting with the X Window server.

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.

 $\succ$

> Andy Bristow (aibristow@dera.gov.uk) writes:

 $\geq$

```
>> 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.dfanningq.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.
>
