
Subject: Re: 8-bit vs. 24-bit color on Windows
Posted by [thompson](#) on Fri, 22 Jan 1999 08:00:00 GMT
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Martin Schultz <mgs@io.harvard.edu> writes:

... stuff deleted ...

> As I just got this new PC with Windows and IDL, I had thought that I
> would have a very hard time running all my unix based IDL programs on it
> after I had read so many *color* questions (and David's answers) on this
> newsgroup. Turns out, it wasn't so bad after all: I made a few fixes to
> my myct program which I always use to load a colortable and define
> drawing colors, and voila, I can run all my programs, indexing colors
> from 0 to 255 as before (and I still have 16M colors available for
> further use ;-). Besides decomposed=0, the major trick seems to be to
> limit loadct and/or tvlct to use only 256 colors at maximum. MyCT uses
> !D.N_Colors to determine the number of colors available in the system
> and (in it's latest version) truncates the actual maximum number that
> shall be used to 256 for compatibility with standard unix environments.

... stuff deleted ...

Thank you for that response. One question, though: Does loading the color table in this way instantly change the colors of already displayed graphics, or do you have to redisplay them to make the color table changes?

What I'm really looking for is a way to make already existing code work as it did in the past, without recourse to new software, and particularly without recourse to redisplaying graphics. That includes the traditional tools such as LOADCT and XLOADCT, as well as any other color-table manipulation routines that have been developed over the years. Pseudo-color is much more appropriate for the kind of scientific analysis that I do than any kind of 24-bit color. There really should be a way to let IDL use pseudo-color on a Windows display, if that's what's desired, while other programs can take advantage of the full capabilities of 24-bits if appropriate. This can be done on other platforms, why not Windows?

William Thompson
