Subject: 8-bit vs. 24-bit color on Windows
Posted by thompson on Fri, 22 Jan 1999 08:00:00 GMT
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I know this question has been asked many times before, but I'm afraid I don't remember what the answer is. Is there any way to convince IDL to use 8-bit pseudo-color on a Windows computer with a 16-bit or higher display? I know that in other operating systems this is done by using

```
DEVICE,PSEUDO_COLOR=8
```

However, this is not supported under Windows. I tried

```
DEVICE,DECOMPOSED=0
```

which the documentation claims will make routines work like they did before, but this doesn't appear to be the whole story. With DECOMPOSED=0, data will come up with the correct color, but only if they are displayed after the color table is loaded. This is unacceptable. There must be another step to convince IDL to use 8-bit pseudo-color, and if there isn't then RSI must address this.

I've checked David Fanning's Coyote Guide (http://www.dfanning.com/), but the only suggestion I could find there that meets my needs is to set Windows to run at 256 colors. I'm perfectly happy to do that, but it would be nice to be able to use 16-bit or 24-bit for those programs which need it, and 8-bit color for IDL. This is possible in other operating systems; can it be done in Windows?

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