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Subject: Re: can't change colortable in current window (linux bpp24)

Posted by [J.D. Smith](#) on Mon, 19 Jul 1999 07:00:00 GMT

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David Fanning wrote:

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>
> Liam Gumley (Liam.Gumley@ssec.wisc.edu) writes:
>
>> I just tried starting IDL on a colleague's laptop running AcceleratedX
>> V4.1 in 16 bpp mode. It refused to run IDL in PseudoColor (8-bit) mode,
>> and started in TrueColor mode instead (I verified this using 'device,
>> get_visual_name=name' to check it wasn't in DirectColor mode). The
>> commands
>>
>> device, decomp=0, retain=2
>> loadct, 0
>> tvscl, dist(256)
>>
>> gave a strange rainbow of colors, which did not change when I clicked on
>> the graphics window. I'm going to have to investigate this further, but
>> it looks like starting the Linux X server with either
>>
>> startx -- -bpp 8
>>
>> or
>>
>> startx -- -bpp 24
>>
>> is required for reliable IDL operation under Linux. If anyone knows
>> otherwise, please let me know.
>
> As far as I know, IDL on Linux has *never* been supported in
> 16-bit mode. Nor have I ever heard any plans for it to be so
> supported. I think these are the only two valid options.
```

He's talking about using an 8-bit pseudo overlay in an otherwise 24-bit environment... as can be done on all SGI's, for instance. Many video cards can do this, but Linux software support of this feature is a bit lacking.

JD

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