Subject: Re: Problem with 24-bit color under Linux Posted by m218003 on Fri, 27 Aug 1999 07:00:00 GMT

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- > In 32 bit mode, both of these examples produce images of
- > red/blue/green bands, as expected.

>

- > In 24 bit mode, the first example produces a larger number of bands,
- > some much narrower than 33 pixels, but all vertical bands. The output
- > is slightly different each time I try it. The second example produces
- > a green/blue/red image i.e. green and red are reversed.

I had(=have) a similar problem with my 3D Labs Permedia II graphics card. What I was told in the end is that this is a bug in XFree version 3.3.xx and would probably be fixed in the next major update of XFree which should be out sometime this winter. In my oppinion, IDL should add support for 16-bit color depth. That seems to me a very good compromise between speed and available colors.

Martin

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