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Subject: Re: Help with moving from 8 to 24 bit colour  
Posted by [davidf](#) on Tue, 21 Sep 1999 07:00:00 GMT  
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Surendar Jeyadev ([jeyadev@wrc.xerox.com](mailto:jeyadev@wrc.xerox.com)) writes:

> Was the GETCOLOR suggestion in answer to the second question that I  
> asked (i.e. how do I get to see that palette?)? From what I see, that  
> is not what I want. I want to be able to see the 255 colours in the  
> table that I am using. When I issue the color\_pallete command, I get  
> a very thin window which is blank.

I don't know the Color\_Palette program at all, but from your description I am almost positive the author uses a TV command in there. Your problem could be fixed, probably, by adding a TRUE=1 (or whatever) keyword to that TV command.

Another alternative is to download the ancient CINDEX program from my IDL 4 archive file. This program is so old I believe it will still run in PV-Wave. :-)

[ftp://ftp.dfanning.com/pub/dfanning/idl\\_examples/archive4/cindex.pro](ftp://ftp.dfanning.com/pub/dfanning/idl_examples/archive4/cindex.pro)

If this program shows all red colors when you have a color table loaded, then you are going to have to figure out some way to turn color decomposition off. Are you \*sure\* Device, Decomposed=0 didn't work for you. That is a \*very\* old keyword, I think. If you are sure, could you show us the result of a "Help, /Device".

Cheers,

David

P.S. I would also make sure (if you want 24-bit color) that you get a TrueColor visual class. Something like this, I think:

Device, True\_Color=24

You will have better defined behavior in this class than in a DirectColor visual class. You can determine what class you have by opening a graphics window and typing "Help, /Device".

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