
Subject: Re: Why are my graph colors wrong with 24 bitplanes but not with 8?

Posted by [Ivan Zimine](#) on Tue, 05 Oct 1999 07:00:00 GMT

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Charlie Zender wrote:

>
> Hi,
>
> I have a bunch of graphics procedures which use colormaps that work
> fine under IDL 5.2.1l when I run the X server at 8 bit planes.
> I would really like to use the full graphics potential of this high
> end card, and use all 24 bit planes. Unfortunately, all of my IDL procedures
> give unexpected, weird colors on 24 bit plane screens.
> The graphics still print correctly, but printing and viewing the files
> with, e.g. ghostscript is time-consuming and I want the graphics to
> show up in the window with the right colors. Any ideas what is going
> on?
>
> I would very much appreciate receiving a sample of a simple plotting
> procedure, e.g., a horizontal green line crossing a vertical red line
> in an xyplot, that shows up on 24 bit plane graphics the same as on
> 8 bit plane graphics.
>
> Thanks,
> Charlie
> --
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<http://www.dfanning.com> (Tip of the year)

<http://www.dfanning.com/documents/tips.html#UsingColors>

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