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 5.2.11 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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