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

Posted by [Charlie Zender](#) on Mon, 04 Oct 1999 07:00:00 GMT

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Hi,

I have a bunch of graphics procedures which use colormaps that work fine under IDL 5.2.1I 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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