
Subject: Re: DirectColor on linux
Posted by [davidf](#) on Tue, 23 Nov 1999 08:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Vincent FAVRE-NICOLIN (favre@polycnrs-gre.fr) writes:

- > CONCLUSION : IMHO, it looks like DirectColor is *not possible* under
- > Linux with Xfree86 in 24, and 32 bpp (IDL does not work in 16bpp). Color
- > Table manipulation is thus only possible in 8bpp visual mode (a real
- > shame considering today's video cards...). There seems to be 3 ways out
- > of this problem :
- > 1) easiest, cheapest : use 8bpp mode

UUghhh. What will your wife say about all that money you
spent for equipment you said you absolutely NEEDED?

- > 2) harder : change the IDL program for a specific support of TrueColor
- > mode (ie you have to change the way you write colors when you *create*
- > the graphics, I haven't much experimented in that...)

Perhaps a *bit* harder, but almost trivial these days, what
with all the free stuff hanging around people's web
pages. All you really have to do is figure out a way
to re-display your graphics once you muck with the
color table. There are any number of ways to do this,
none of which would take more than 15 minutes to
implement, I shouldn't think. In this case, it is
probably nothing more than re-executing a TV command
once the colors have been changed. Not too hard.

- > 3) expensive : buy a commercial X-Windows driver that supports
- > DirectColor in 24 or 32 bpp.

Uh, uh. No. The boss ain't goin' for THAT solution! :-(

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155
