
Subject: Re: DirectColor on linux
Posted by [davidf](#) on Tue, 23 Nov 1999 08:00:00 GMT
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Vincent Favre-Nicolin (favre@polycnrs-gre.fr) writes:

- > Right. My choice, too. Just a change of colors before TV/plot/whatever,
- > for most cases. It's clearly not *hard*, but just annoying since IDL
- > should work for all platforms with very limited changes, and
- > -IMHO-, without any change between one *nix to another.

I'm not above blaming IDL for all the world's problems occasionally, but in this case I would have to say it's probably not IDL's fault.

I would say that IDL does (mostly) work the same on all platforms in 24-bit True Color. (I do wish someone would fix the annoying behavior of running 24-bit images through the color tables when Device, Decomposed=0 on Windows platforms, however. That is MOST annoying and doesn't work that way on UNIX machines.) But I don't think there is a general agreement on what Direct Color really means.

I don't know anyone who can get it to work from one machine to another, let alone from one flavor of UNIX to another. And it is not even available in the PC world, so why worry about it. :-)

- > But I have a feeling it will be a bit more
- > funny when using XOR to display text (reversibly)
- > over images. I'm in for some groovy colors ==)

Yep. One reason I *never* use the XOR method. I'm a tried-and-true Device Copy man, myself.

Cheers,

David

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