
Subject: Re: 24 bit color without connecting to X server
Posted by [John-David T. Smith](#) on Fri, 21 Jan 2000 08:00:00 GMT
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whdaffer@my-deja.com wrote:

>
> Gentlefolk;
>
> (Dave, I'm CCing this to you because you are the 'color man!')

>
> On a X windows system, does anyone know how to do 24 bit color without
> connecting to the X server? All the TVs require true=[1|2|3] and this
> keyword only works to 'windows', not the Z buffer.

>
> I have a product I routinely make that requires me to do the following
> sort of thing.

>
> tv,image
> im=tvrd()
> mask 'im' with other images to create a composite image im2
> tv, im2

>
> Overplot vector graphics on im2.

>
> final_im=tvrd()
>
> write_jpeg, file, final_im

>
> In order to do all these 'tv's in 24 bit color, I have to connect to
> the X server. The Z buffer is only 8 bits deep. I realize that I could
> break everything done into its separate r/g/b planes, and then do each
> separately in the Z buffer, but that would be a pain for the vector
> graphics. I was just wondering if someone had a solution that involved
> less drudgery?

>
> My major motivation is the fact that this routine is run out of a cron
> job. If I'm not logged in on console when this job runs, the connection
> to the X server fails.

>
> So, maybe there's an alternative, a way to connect to the X server
> when I'm not logged in on console.

>

How about plotting directly to postscript, and then converting the postscript to JPEG externally? None of the tvrd's will work, but there are often ways around using those.

JD

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