
Subject: 24 bit color without connecting to X server
Posted by [whdaffer](#) on Fri, 21 Jan 2000 08:00:00 GMT
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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.

Any help would be appreciated.

William Daffer

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