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Subject: Re: How to do efficient overlay with IDL ?  
Posted by [Aaron Birenboim](#) on Mon, 16 Oct 2000 07:00:00 GMT  
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Craig Markwardt <craigmnet@cow.physics.wisc.edu> wrote:

:> Is somebody knows :

:>

:> 1) Why IDL is dramatically slower in full colors (3 to 4 time more than in

:> 256 colors !) ?

Three times the data to process.

This gets really nasty when you are sending the display  
over a network (like X to a remote IDL server)

: Wy is true color 3-4 times slower than 8-bit color? My guess is that

: it's transferring 3-4 times as much data (24 or 32 bits versus 8 bit).

Thats what I see on UNIX/X displays.

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