
Subject: Re: IDL and 24 Bits--help + added question
Posted by [grunes](#) on Tue, 21 Jun 1994 14:32:07 GMT
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In article <PWALKER.94Jun20165914@jean-luc.ncsa.uiuc.edu> pwalker@ncsa.uiuc.edu (Paul Walker) writes:

> I've just got a 24 bit display, and am trying to use IDL more
> productively than I used it on my old 8-bit display I've read the
> users guide chapter 16, but still have some questions.. My display
> (attached to a personal Iris), will only come up in TrueColor mode,
> which doesn't seem to have writable color tables. xdpinfo tells me I
> can't get direct color.

...

I don't really understand this, but I got it to work by using
DEVICE,PSEUDO=8

This must come before any other use of your graphics screen--otherwise
it seems to have no effect (on the SGI)!

If you really want 256 colors, then you should also use an explicit WINDOW
command, with a colors switch.

WINDOW ... ,colors=256.

-----NOW FOR MY QUESTION-----

Actually, I have been trying to find a way to simulate 24 bit color for
TV commands on 8 bit color displays (e.g., Sun, VGA...I think it could
be done with some fancy dithering, but I don't want to do it). Does
anyone have (or know of) a routine to do it?

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