
Subject: Re: True Color, but !d.table_size eq 64?

Posted by [Liam E. Gumley](#) on Fri, 09 Feb 2001 17:30:32 GMT

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Alex Schuster wrote:

> On our Ultrasparcs, with True Color display, I only get a color table
> with 64 entries. I start IDL, open a window, and !d.table_size is 64,
> not 256, or the value I pass via the colours keyword.
> Any idea why this happens? Under Windows, it's always 256.
>
> About all of my programs only need 8-bit color, so I used to do a
> device, pseudo=8 to switch completele to 8-bit mode, and everything was
> fine. But now I would like to use a true color display and
> non-decomposed colors, but 64 coler cells is not enough. Hey, where's
> the problem, there are plenty of colors, it's a true-color display after
> all!

Alex,

I just tested a Sun Ultra 10 console with Creator3D graphics. Everything worked the way it should for a 24-bit display. Does your system report different results? Try this on the system console:

```
$ uname -a
```

```
SunOS xxxx 5.7 Generic_106541-12 sun4u sparc SUNW,Ultra-5_10
```

```
$ xdpinfo | fgrep TrueColor
```

```
class: TrueColor  
class: TrueColor  
class: TrueColor  
class: TrueColor  
class: TrueColor
```

```
$ idl
```

```
IDL Version 5.3 (sunos sparc). (c) 1999, Research Systems, Inc.
```

```
Installation number: 95080-2.
```

```
Licensed for use by: Dept License
```

```
IDL> device, true_color=24
```

```
IDL> window, /free
```

```
IDL> device, retain=2, decomposed=0
```

```
IDL> read_jpeg, filepath('rose.jpg', subdir='examples/data'), rose
```

```
IDL> help, rose
```

```
ROSE      BYTE      = Array[3, 227, 149]
```

```
IDL> tv, rose, true=1
```

```
IDL> help, /device
```

```
Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z
```

```
Current graphics device: X
```

```
Server: X11.0, Sun Microsystems, Inc., Release 3610
```

```
Display Depth, Size: 24 bits, (1280,1024)
```

Visual Class: TrueColor (4)
Bits Per RGB: 8
Physical Color Map Entries (Used / Total): 256 / 256
Colormap: Private, 16777216 colors. Translation table: Bypassed
Graphics pixels: Combined, Dither Method: Ordered
Write Mask: 16777215 (decimal) ffffff (hex)
Graphics Function: 3 (copy)
Current Font: <default>, Current TrueType Font: <default>
Default Backing Store: Pixmap.
Window Status: -----
id typ(x, y, backing store) id typ(x, y, backing
store)
32: Win(640, 512, Req from Server)
IDL> print, !d.table_size
256
IDL> exit

Cheers,
Liam.
<http://cimss.ssec.wisc.edu/~gumley>
