
Subject: Mac 32 bit color depth?

Posted by [Wayne Landsman](#) on Tue, 20 Mar 2001 18:55:49 GMT

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I have a simple program that tries to reset the default value of !P.COLOR for the current (Mac, Win or X) device using the following code:

```
device, get_visual_depth=depth
!P.Color = 256L^(depth/8) - 1
```

I am told that this fails on IDL V5.4 on a Mac since device,/get_visual_depth returns a value of 32 (whereas !P.COLOR is 256L^24 -1). Can other Mac users verify this? What is the meaning of a 32 bit visual depth?

Thanks, --Wayne

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