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Subject: Re: <sigh> My color question  
Posted by [Andrew Cool](#) on Thu, 08 Nov 2001 01:41:01 GMT  
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Hi,

Our Linux guys have hit a SNAFU too with v5.5

The order of planes in the colour table gets reversed, such that  
on a 24 bit display RGB becomes BGR.

And this is with the startup fixes described below...

What gives, RSI? Nothing in the Release Notes about this.

Andrew

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Andrew D. Cool .->-.  
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David Fanning wrote:

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>
> Todd (mole6e23@hotmail.com) writes:
>
>> I swear I've spend the past several hours reading posts about it and
>> trying different things, but it just wasn't working. I just installed
>> a new dual processor system, and put on RedHat 7.2. I get IDL loaded,
>> fire it up, and put in a simple command such as tv, dist(512,512) and
>> get this image with vertical bars running through it. The same thing
>> happens with Craig's plotimage routine.
>>
>> So, I looked around, and added the following lines to my IDL startup
>> file:
>>
>> if( !version.os_family eq 'unix' ) then device, true_color=24
>> window, /free, /pixmap, colors=-10
>> wdelete, !d.window
>> device,decomposed=0, retain=2
```

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>> device, get_visual_depth=depth
>> print, 'Display depth: ', depth
>> print, 'Number of colors: ', !d.n_colors
>>
>> Nothing really gets any better. (and I do get a display depth of 24
>> bit). To boot, when I try loading color tables and replotting the
>> image, the colors in the image don't change, but the position of the
>> vertical bands in the image do.
>>
>> You can see the results here:
>>
>> This one is using Craigs plotimage (plotimage, bytscl(dist(512,512)))
>> <http://checont6.ucsd.edu/todd/idl/dist.jpeg>
>>
>> This one is using tv (tv, dist(512,512))
>> <http://checont6.ucsd.edu/todd/idl/disttv.jpeg>
>>
>> Here is help, /device:
>>
>> Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X
>> Z
>> Current graphics device: X
>>   Server: X11.0, The XFree86 Project, Inc, Release 40100000
>>   Display Depth, Size: 24 bits, (1152,864)
>>   Visual Class: DirectColor (5)
>>   Bits Per RGB: 8 (8/8/8)
>>   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.
>>
>> Thanks for any insight... I had seriously hoped to be able to avoid
>> posting a color problem, but I'd rather get work done than look good.
>
> I'd sure like to see a True-Color visual class if I ran
> that setup file, but even with that caveat, this seems
> like a graphics driver problem to me. I'm not convinced
> it has much to do with IDL.
>
> Cheers,
>
> David
>
> --
> David W. Fanning, Ph.D.

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  - > Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
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