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Subject: 16-bit color

Posted by [James Kuyper](#) on Mon, 12 Nov 2001 18:04:47 GMT

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I would like to display RGB images, with, for instance higher values for the Red component causing redder colors, and higher values of the blue component making them bluer. I used to be able to do that pretty easily, using the

```
tv,image,/true
```

However, since I've been moved to a Linux workstation, it doesn't work. I could provide detailed symptoms if you want, but it's obviously a configuration problem, so maybe the easiest way is to ask how I need to configure my IDL session to display these things properly. Attached is a copy of the xdpinfo output for my system. What device commands should I use?

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```
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name of display:  :0.0
version number:  11.0
vendor string:   The XFree86 Project, Inc
vendor release number:  3360
maximum request size: 4194300 bytes
motion buffer size: 256
bitmap unit, bit order, padding: 32, LSBFirst, 32
image byte order:  LSBFirst
number of supported pixmap formats: 2
supported pixmap formats:
  depth 1, bits_per_pixel 1, scanline_pad 32
  depth 16, bits_per_pixel 16, scanline_pad 32
keycode range:  minimum 8, maximum 134
focus: window 0x340000e, revert to PointerRoot
number of extensions: 19
  BIG-REQUESTS
  DOUBLE-BUFFER
  DPMS
  LBX
  MIT-SCREEN-SAVER
  MIT-SHM
  MIT-SUNDRY-NONSTANDARD
  RECORD
  SECURITY
  SHAPE
```

SYNC  
XC-APPGROUP  
XC-MISC  
XFree86-DGA  
XFree86-Misc  
XFree86-VidModeExtension  
XInputExtension  
XKEYBOARD  
XTEST

default screen number: 0  
number of screens: 1

screen #0:

dimensions: 1152x864 pixels (390x293 millimeters)

resolution: 75x75 dots per inch

depths (1): 16

root window id: 0x26

depth of root window: 16 planes

number of colormaps: minimum 1, maximum 1

default colormap: 0x23

default number of colormap cells: 64

preallocated pixels: black 0, white 65535

options: backing-store YES, save-unders YES

largest cursor: 64x64

current input event mask: 0xf8603f

KeyPressMask	KeyReleaseMask	ButtonPressMask
ButtonReleaseMask	EnterWindowMask	LeaveWindowMask
ButtonMotionMask	KeymapStateMask	SubstructureNotifyMask
SubstructureRedirectMask	FocusChangeMask	PropertyChangeMask
ColormapChangeMask		

number of visuals: 1

default visual id: 0x22

visual:

visual id: 0x22

class: TrueColor

depth: 16 planes

available colormap entries: 64 per subfield

red, green, blue masks: 0xf800, 0x7e0, 0x1f

significant bits in color specification: 6 bits

## File Attachments

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1) [xdpyinfo.out](#), downloaded 115 times

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