
Subject: Re: Color tables in idl5.5

Posted by [Nigel Wade](#) on Fri, 30 Nov 2001 10:01:32 GMT

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Alan Barnett wrote:

>
> I run idl on a LINUX box that supports 24 bit color. The image should
> consist of vertical bands of color, greys from black to white on the
> left, blue, green, yellow and red on the right with several narrow
> bands of various colors and a broad band of black in between. The
> colors are correct when run under idl 5.3, although I do get the error
> message
>
> % Unsupported X Windows visual (class: PseudoColor, depth: 8).
> Substituting default (class: TrueColor, Depth: 24).
>

The reason you get this error is that your graphics card, in common with the vast majority, is only capable of providing a single visual class at any one time. With your current visual set to 24 bits, the card is incapable of providing you with the requested 8 bit visual.

If you are getting the correct colours with the 24 bit visual, can't you just remove the request for the 8 bit visual to get rid of the error message?

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