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Subject: Re: All I get is gray scale (and IDL 5.5)  
Posted by [David Fanning](#) on Fri, 01 Feb 2002 14:55:39 GMT  
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David Fanning (david@dfanning.com) writes:

> Anyway (I've lost my train here), Direct Color visuals  
> were designed to give you a 24-bit dynamic (as opposed  
> to static) color table. That is, they were 24-bit, but  
> you can change the numbers loaded in them. The best of  
> all worlds.

I am feeling particularly jumbled this morning.  
(There was a cow licking me all night long, and  
my hair is going in every possible direction this  
morning. I \*look\* like Albert Einstein, even if I  
don't think like him.)

The thing about Direct Color visuals that made them  
attractive (to some people), was not only that they  
were 24-bit and color tables could be loaded, but  
that when you loaded your new color tables, your  
graphics windows updated automatically, as they  
do on an 8-bit display. After working with 24-bit  
displays for awhile now, I'd consider this a disadvantage,  
but for someone coming directly from 8-bit displays,  
this did seem like heaven on earth.

Cheers,

David

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