
Subject: Need your help on changing visual class from Directcolor to True

Posted by [Weiqun Zhang](#) on Sat, 27 Apr 2002 00:04:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am using IDL5.5 on RH Linux 7.2. I have some troubles with 8-bit images. "help, /device" tells me the visual class is "directcolor" and the depth is 24 bits. After displaying an 8-bit image using either tv or David Fanning's timage, the picture is in gray scale no matter what color table is loaded. If I click the IDL window and hold the mouse, nothing happens. Then if I move the mouse so that the whole window moves a little bit, colors appear in the IDL window correctly, but other non-IDL windows have some strange colors. I know that the problem may be solved if I change the visual class to true. Unfortunately, I cannot change it.

I have tried two ways.

(1)device, true=24. After typing this command, I open a new window, then use "help, /device" to check it, it is still running directcolor.

(2)I put "idl.gr_visual: True" and "idl.gr_depth: 24" in my .Xdefaults. Then Below message appears when I try to open a new window.

```
IDL> window
```

```
% WINDOW: X Windows resource "idl.gr_visual" has invalid value: True.
```

Please help me! Thanks a lot!

Belows are some information which might be helpful.

```
IDL> window
```

```
IDL> 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, (1400,1050)
```

```
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: Decomposed, Dither Method: Ordered
```

```
Write Mask: 16777215 (decimal) ffffff (hex)
```

```
Graphics Function: 3 (copy)
```

```
Current Font: <default>, Current TrueType Font: <default>
```

```
Default Backing Store: Req from Server.
```

```
Window Status: -----
```

```
id typ( x, y, backing store) id typ( x, y, backing  
store)
```

```
0: Win( 640, 512, Req from Server)
```

```
-----
```

```
$ xdpinfo | more
name of display:  :0.0
version number:  11.0
vendor string:   The XFree86 Project, Inc
vendor release number:  40100000
XFree86 version: 4.1.0
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: 7
supported pixmap formats:
    depth 1, bits_per_pixel 1, scanline_pad 32
    depth 4, bits_per_pixel 8, scanline_pad 32
    depth 8, bits_per_pixel 8, scanline_pad 32
    depth 15, bits_per_pixel 16, scanline_pad 32
    depth 16, bits_per_pixel 16, scanline_pad 32
    depth 24, bits_per_pixel 32, scanline_pad 32
    depth 32, bits_per_pixel 32, scanline_pad 32
keycode range:  minimum 8, maximum 255
focus: window 0x1a00012, revert to Parent
number of extensions: 26
    BIG-REQUESTS
    DOUBLE-BUFFER
    DPMS
    Extended-Visual-Information
    FontCache
    GLX
    LBX
    MIT-SCREEN-SAVER
    MIT-SHM
    MIT-SUNDRY-NONSTANDARD
    RENDER
    SECURITY
    SGI-GLX
    SHAPE
    SYNC
    TOG-CUP
    XC-APPGROUP
    XC-MISC
    XFree86-Bigfont
    XFree86-DGA
    XFree86-Misc
    XFree86-VidModeExtension
    XInputExtension
    XKEYBOARD
    XTEST
```

XVideo

default screen number: 0

number of screens: 1

screen #0:

dimensions: 1400x1050 pixels (404x303 millimeters)

resolution: 88x88 dots per inch

depths (7): 24, 1, 4, 8, 15, 16, 32

root window id: 0x31

depth of root window: 24 planes

number of colormaps: minimum 1, maximum 1

default colormap: 0x20

default number of colormap cells: 256

preallocated pixels: black 0, white 16777215

options: backing-store NO, save-unders NO

largest cursor: 32x32

current input event mask: 0x5a20bd

KeyPressMask ButtonPressMask ButtonReleaseMask

EnterWindowMask LeaveWindowMask

PointerMotionHintMask

ButtonMotionMask StructureNotifyMask

SubstructureNotifyMask

SubstructureRedirectMask PropertyChangeMask

number of visuals: 4

default visual id: 0x23

visual:

visual id: 0x23

class: TrueColor

depth: 24 planes

available colormap entries: 256 per subfield

red, green, blue masks: 0xff0000, 0xff00, 0xff

significant bits in color specification: 8 bits

visual:

visual id: 0x24

class: TrueColor

depth: 24 planes

available colormap entries: 256 per subfield

red, green, blue masks: 0xff0000, 0xff00, 0xff

significant bits in color specification: 8 bits

visual:

visual id: 0x25

class: DirectColor

depth: 24 planes

available colormap entries: 256 per subfield

red, green, blue masks: 0xff0000, 0xff00, 0xff

significant bits in color specification: 8 bits

visual:

visual id: 0x26
class: DirectColor
depth: 24 planes
available colormap entries: 256 per subfield
red, green, blue masks: 0xff0000, 0xff00, 0xff
significant bits in color specification: 8 bits
