Subject: Re: RFC 1: Common functions for beginners
Posted by David Fanning on Tue, 20 May 2003 16:38:55 GMT
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Big Bird (condor@biosys.net) writes:

> (Slightly more seriously: the OP was referring to things to teach to
> people he has sitting in front of him, not random people who send him
> emails because they can't get some program to work that was written in
> the early neolithic.)
>
> ObIDL: maybe I understand device,decomposed=0 wrong, but it is really
> only useful if you have a true-color display (like every cheap PC
> these days!) and you're trying to use something that was written in
> the bad old days of 8-bit indexed color, right? (Wrong?)

Right. Like 95% of the programs living in your IDL directory
structure. :-)

> I've come across these situations a few times; and so far the best
> choice was every time to go into the code and rewite it to expect a
> true-color display. I cannot imagine what economic upheavals would
> have to happen to make people go back to 8-bit pseudo color...

A few times!? I pretty much run into it constantly, and
I go to GREAT effort to write programs in a device-independent
fashion. If you are restricted to direct graphics for whatever
reason, there are some things you can't do EXCEPT with
DEVICE, DECOMPOSED=0. Filled contour plots come immediately
to mind. :-(

Cheers,

David
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