Subject: Re: Changing the Colour Table for RGB images on Linux/Solaris
Posted by Karl Schultz on Fri, 26 Mar 2004 18:33:14 GMT
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"David Fanning" <david@dfanning.com> wrote in message
news:MPG.1ace1fc69e93828198971c@news.frii.com...
> David Fanning writes:
>
>> Karl might be the second person in the world (at least
>> among my acquaintances) that has managed to get a
>> DirectColor visual working correctly. Surely this
>> ranks up there with programming the VCR for the rest
>> of us!
>
> And even if you did get it to run on your machine,
> you *know* it ain't gonna run on your bosses machine!!

There's some truth to that...

I did my test on a machine that could support 24 and 8 bit deep windows at
the same time and had multiple hardware colormaps, so there were no
"flashing" effects. On a machine without such support, you would have to go
through a lot of trouble to prevent these problems or just give up and go
back to TrueColor. Unless you are doing palette animations or other palette
tricks, TrueColor is often a lot easier to deal with. In general, it is
pretty hard to write X applications (IDL or not) that use more than a
handful of colors, don't cause colormap flashing, and run on all possible X
visual configurations. I had thought I would offer the DirectColor approach
to Philip in case that would work well for him.

Besides, I gave up on VCR's and am now using a TiVo. :-)

Karl