Is my radeon 9800pro a 8-bit card? //cry
I guess I will be the last person to understand how color works in IDL.:(

In general, I want something like this,

```
;***********************
pro myLOADCT, ct

ct=fix(ct) mod 41
bottom=ct*256
ncolors=256

new_LOADCT, ct, bottom=bottom, ncolors=ncolors

end
;***********************
;***********************
pro myTV, data, CT=ct

new_TV, data+256*ct

end
;***********************
;***********************
pro mainpro
...
for i=0,40 do myLOADCT, i
...
wset, draw_0
myTV, bytscl(data_1), CT=ct_1
...
wset, draw_2
myTV, bytscl(data_2), CT=ct_2
...
wset, draw_n
myTV, bytscl(data_n), CT=ct_n

...
end
;***********************
```

Please HELP if any of you understand what I'm trying to do. Thanks for reading.

David Fanning <davidf@dfanning.com> wrote in message
news:<MPG.1bb3ec9e7625434b98969b@news.frii.com>...
> biophysics writes:
>
>> I really want to use multiple color tables at the same time. The tips
>> from David Fanning's website is not very satisfying. The visual effect
>> is really bad if I have to use 3 at the same time. The world is
>> colorful, why should we always be limited to 256 colors?! Can any body
>> suggest more elegant ways of having several colormaps in same
>> application with 256 colors each?!
>
> Uh, get a 24-bit graphics display card? Then you can
> have as many color tables working simultaneously as you
> like.
>
> Cheers,
>
> David