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Subject: Re: IDL graphics w/ no display  
Posted by [Jeff Guerber](#) on Tue, 26 Oct 2004 20:57:27 GMT  
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On Mon, 25 Oct 2004, David Fanning wrote:

> KM writes:  
>  
>> 1) Z buffer is limited to 256 colors. This is not a major  
>> limitation, but it does exist  
>  
> You could use a pixmap rather than the Z-buffer.  
> That would solve your color limitations, anyway.

Errr, I'm not sure if anyone's mentioned this yet (our news server seems to miss a lot of messages), but aren't pixmaps entirely creatures of the X server? In which case, they won't help KM's problem.

(Unfortunately I don't know any good solutions either. Best I can think of is an alternate device (PS? Images (as opposed to vector graphics) written in PS are HUGE; I think there must be a command for each pixel. CGM? I have no experience with it, but it seems to be 8-bit too.))

Jeff Guerber

P.S. David, did you get the email I sent you a few weeks ago about fsc\_field and fsc\_color?

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