
Subject: Re: Linux Question

Posted by [David Fanning](#) on Thu, 17 Feb 2005 10:23:27 GMT

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Paolo Grigis writes:

> Slowly finding you're way through the 10000+ pages of documentation,
> you discover on page 3856 of the appendices the section that you should
> have read first: "The X Windows Device". You read the chapter carefully
> twice, and you summ up your findings: out there exist direct color, true
> color, pseudo color, static color, gray scale, static gray. The last 2
> don't interest you, since you have already managed B&W, sort of.
> So which one should you pick? You learn they come in different flavours,
> 8 bit, 16 bit, 24 bit. Also there is a mention of colormaps: they come
> as shared, private, static (but you find no mention of dynamics ones,
> pity, as an astrophysicists you have been trained to think that
> hydrodynamics is superior to hydrostatics). So, now, which one will
> work for you? Of course the guide does not help you in **that** matter,
> so you choose to apply the "scientific method": try out all the
> possible combination until you find the one that suits you
> (but still you're not really sure why that particular
> combination works and the others failed...).

Here's the problem in a nutshell. But talk about
embellishing an anecdote!

Cheers,

David

P.S. Let's just say an article like this in the morning
gets the day started right! :-)

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
