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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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/