Matt writes:

> This might be the trick. It looks like I'm running a 16 bit color? Maybe
> I'll get my admin to change it to 24bit color and I'll see how that works.
>
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>
> IDL> help, /device
> Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z
> Current graphics device: X
>   Server: X11.0, The XFree86 Project, Inc, Release 40300001
>   Display Depth, Size: 16 bits, (1600,1200)
>   Visual Class: TrueColor (4)
>   Bits Per RGB: 6 (5/6/5)
>   Physical Color Map Entries (Emulated / Actual): 256 / 64
>   Colormap: Shared, 65536 colors. Translation table: Bypassed
>   Graphics pixels: Combined, Dither Method: Ordered
>   Write Mask: 65535 (decimal) ffff (hex)
>   Graphics Function: 3 (copy)
>   Current Font: -*-*-bold-r-*-*-15-*-*-*-*-*-*-*, Current TrueType Font: <default>
>   Default Backing Store: Pixmap.

Ah, there you go. I think that is the problem. When
reading back colors off the display, I can't get
a full 8 bits in each channel. Thus, a full white [255,255,255]
is probably impossible.

Cheers,

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