
Subject: Re: Force 8bit display ?

Posted by [Karl Schultz](#) on Wed, 01 Feb 2006 17:39:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Wed, 01 Feb 2006 09:13:38 -0700, David Fanning wrote:

> L. Testut writes:

>

>> This doesn't set my display to a PseudoColor 8-bit ?

>> my display seems to be is locked to TrueColor 24-bit.

>> IDL> device, get_visual_name=name, get_visual_depeth=depth

>> always return me depth=24 and name=TrueColor even after invoking the

>> magic formula device, pseudo_color=8 ? (because of LINUX and not UNIX

>> ??)

>

> Humm. I was afraid of that. It probably has more to do

> with the kind of hardware you are using. People have

> moved on and no one making 24-bit machines today can imagine

> why *anyone* would want to cripple the darn things like

> this. :-)

Right. The 8-bit PseudoColor visual was almost a de facto standard on early X servers because it was very efficient on the hardware available at the time. Today's hardware handles the TrueColor 24-bit model well and you don't see the 8-bit stuff as much anymore. Some SUN X servers provide both 8 and 24 bit Visuals.

> I have a LINUX OS on my laptop now (a LONG story...), so maybe I'll have

> a chance to play with this later.

You'll probably find that you can pick between 16 and 24/32 bpp but not 8-bits. The newer Xorg servers look like that they have some sort of PseudoColor emulation layer, but I'm not clear on how it works or if it works on all drivers.

Anyway, as pointed out elsewhere, DECOMPOSED=0 causes IDL to use its color table.

Karl
