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Subject: Re: IDL w/ 12-bit grayscale?

Posted by [mchinand](#) on Wed, 05 Apr 2006 16:12:02 GMT

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In article <pan.2006.04.03.19.10.43.328000@rsinc.com>,  
Karl Schultz <k\_\_\_\_schultz@rsinc.com> wrote:

>  
> Mike, what graphics card are you using. A DOME card?  
>  
> The IDL Direct Graphics 'X' driver will probably require some work to  
> support 12-bit channels. The driver does support the GrayScale Visual  
> type, but probably initializes the first 256 entries of the Colormap to a  
> ramp from black to white, and does not touch the other Colormap entries.  
> Then, for images, it only writes the values [0-255] into the frame buffer.  
> It works, but you're not using all the bits.  
>  
> Karl

Yes, I think it was a DOME card. I tried it on two different systems, not sure if the other one was DOME as well. It would be great if the driver could use the full bit-depth of the hardware.

--Mike

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