Subject: Re: Problem displaying images on 8 bit monitor
Posted by Karl Schultz on Wed, 11 Oct 2006 20:28:25 GMT
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On Wed, 11 Oct 2006 11:46:52 -0700, mark wrote:

> Most (all??) modern DOME cards are 12-bit; this one is a bit older.

Thanks. I feel better now. :-)

> It's frustrating because even Windows' very own shoddy Paint program
> can display my 8-bit images correctly so I can't understand why IDL
> would have a problem.

I think it is a problem in IDL, and I can't tell what it is until I can
debug it. There are some other options that we could discuss.

Colors for image rendering and colors for other prims are handled very
differently by IDL.

What happens if you:
- create a 256x256 window
- draw 256 horizontal lines with PLOTS, specifying COLOR as 0, 1, ..., 255
for each horizontal line? (decomposed=0, color table 0 loaded)

Do you get a smooth gradient, or the same 32 shades?

> I'm in touch with ITTS about this. Not much progress thus far.

I think that the status quo here is that we don't support the 12-bit DOME
cards and I directed you there (to ITTVIS Tech Support) to add to the list
of people needing it.

But you have an 8-bit card. Tech Support can open and track the problem
for you, but we can't do much about it without a card.

If you want to work with me directly on it, we can take it up on email
(kschultz at ittvis dot com). I have some ideas.

Karl