
Subject: Re: changing colors on a Mac
Posted by [gurman](#) on Thu, 06 Feb 1997 08:00:00 GMT
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In article <davidf-ya023080000502970701360001@news.frii.com>,
davidf@dfanning.com (David Fanning) wrote:

> Phil Williams <williams@irc.chmcc.org> writes:
>
>> I just got a Mac version of IDL and boy am I upset.
>>
>> My wonderful XDISPLAY widget which is used for drawing ROIs and display
>> images, which runs great on several unix flavors, seems to be quite
>> buggy on the Mac version.
>>
>> It appears that in order to change the colors used for display you not
>> only have to change the LUT but then redisplay the image as well?!???!
>>
>> Is this true?
>
> Sounds like you have the ol' 24-bit blues!
>
> Go to your Monitor Control Panel and set the display for 256 colors.
> You have it set on "thousands" or "millions" at the moment.

Is this a feature?

Why can Netscape, Internet Explorer, JPEGview, Adobe Photoshop, and so
on all handle 8-bit images while the Mac display is in 24-bit mode, and
not IDL? Is RSI going to admit those guys have better Mac programmers than
the ones RSI uses?

Why can more Mac games than I can remember set the bit depth to 256
colors when the start, then return the bit depth to the original value,
all by themselves, on normal exit.... but not IDL?

No doubt this is fixed in 5.0, right? Right?

Joe Gurman

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