Subject: Re: how to revert to 8-bit color?
Posted by Robert Moss on Tue, 04 Mar 1997 08:00:00 GMT
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Mark Fardal wrote:
>
> Hi,
>
> I tried using IDL on the spiffy new Sun Ultra-1 here. All is fine,
> except IDL insists on using 24-bit color for the plotting window,
> and since I depend on a particular color table this is quite annoying.
> I stuck
>   idl.gr_visual: PseudoColor
> in my .Xdefaults, and also issued the command
>   device,pseudo_color = 8
> before creating a window. Neverthelsess, help,/device shows
>   Display Depth, Size: 24 bits, (1280,1024)
>   Visual Class: DirectColor (5)
>   Bits Per RGB: 8
>   Physical Color Map Entries (Used / Total): 256 / 256
>   Colormap: Private, 16777216 colors. Translation table: Bypassed
> plus other stuff. And yes, 8-bit color is supported on this display
> according to xdpyinfo.
>
> What am I doing wrong?
>
> Thanks,
> Mark Fardal
> University of Colorado

You probably need to tell IDL the depth you want as well as the class.
Make sure you have both of these in your .Xdefatls:

idl.gr_visual: PseudoColor #type of visual
idl.gr_depth: 8   #depth of visual

You shouldn't need the device call if you do this.
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Robert M. Moss, Ph.D. - mossrm@texaco.com - FAX (713)954-6911
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