
Subject: Re: 16-bit color in IDL/Linux

Posted by [Robert S. Mallozzi](#) on Fri, 22 Aug 1997 07:00:00 GMT

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Mike Ressler wrote:

> Hello,
>
> I'm sure this has been asked before, but I couldn't find anything
> in the FAQ or any of the IDL Web pages I know about. Can IDL be
> made to work with a 16-bit TrueColor visual in the Linux version?
> A colleague asked me about this and I had no more success than he
> did in making it work. We would both start X with a 16-bit visual
> (verified by xwininfo and running image display things like xv),
> but as soon as we tried to display an image with tv in IDL, it
> would seg fault and dump us back at the unix prompt.
>
> We are both running IDL 5.0 - I've got Redhat Linux with the 2.0.30
> kernel, he has Caldera with presumably the same kernel. Any advice,
> tricks, or confirmation that it just plain won't work will be
> greatly appreciated. Thanks.
>

I put this in my .Xdefaults. It allows plots and widgets, but image
routines such as SHADE_SURF will not work correctly. If anyone has
succeeded in getting
full IDL functionality at 16bpp, I would like to hear about it.

-bob

```
# IDL
#
# For 16 bpp
idl.visual: PseudoColor
# IDL backing store
idl.retain: 2
```

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Dr. Robert S. Mallozzi
University of Alabama in Huntsville
<http://cspar.uah.edu/~mallozzir/>
