Subject: Re: Q: 8bit color tables in NT 24 bit display
Posted by davidf on Fri, 13 Aug 1999 07:00:00 GMT
View Forum Message <> Reply to Message

Liam Gumley (Liam.Gumley@ssec.wisc.edu) writes:

> You *can* use color tables in 24-bit mode; you just can't modify them
> interactively and have the changes immediately show up in images or
> graphics which have previously been displayed.

Uh, well, *I* use color tables interactively in my programs
in 24-bit color, and *my* changes show up immediately--or
at least fast enough so that none of my customers complain. :-)

As a matter of fact, it is easy enough to get programs to
work equally well in 8-bit or 24-bit mode if you know a
couple of things about how colors work and have the right
tools. If you don't believe me, ask anyone in my IDL
programming class this week. *They* know how to do this. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Q: 8bit color tables in NT 24 bit display
Posted by Liam Gumley on Fri, 13 Aug 1999 07:00:00 GMT
View Forum Message <> Reply to Message

Manuel J Suarez wrote:
> Hi there, can anyone tell me if there is a Windows device equivalent
> to the X DEVICE, PSEUDO=8 ?

Unfortunately, Windows IDL does not allow this command (it is only
allowed in Unix and Mac IDL). Thus you cannot start an 8-bit Windows IDL
session when you have a 16, 24, or 32-bit desktop.

> I'd really rather not have to change my display through the control
> panel every time I'd like to use color tables. I need to display 8-bit
> images with a color table and multi-colored plots.

You *can* use color tables in 24-bit mode; you just can't modify them interactively and have the changes immediately show up in images or graphics which have previously been displayed. In 24-bit mode, after you change the color table, you must redisplay the image/graphics for the color table changes to be apparent.

The other piece of crucial advice is that you should execute the following command immediately after IDL startup:

device, decomposed=0, retain=2

This puts IDL into un-decomposed color mode with backing store enabled. You'll be much happier running IDL in this mode (colors will work mostly the same was as they do in 8-bit mode).

Better still, put this command into a file named idl_startup.pro, and then point to the file in File|Preferences|Startup, which will cause this command (and any others in the startup file) to be executed at the beginning of every IDL session.

Cheers,
Liam.

--
Liam E. Gumley
Space Science and Engineering Center, UW-Madison
http://cimss.ssec.wisc.edu/~gumley
