
Subject: Problem with 24-bit color under Linux
Posted by [kobayash](#) on Thu, 26 Aug 1999 07:00:00 GMT
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Hi,

I'm using IDL 5.2 on a Sun workstation, but normally I use my Linux PC as an X terminal to access the Sun. Everything works as expected when the X server is running in 32-bit color mode, but when I try to use 24-bit mode, the graphics does not work correctly. Sometimes it seems to go into a BGR color order instead of RGB, sometimes I just get garbled output.

Of course, I could just use 32 bit all the time, but with my current video card, I have to sacrifice resolution and refresh rate to use 32 bit mode. Is there any way to get it to work correctly in 24 bit mode?

- Ken

Subject: Re: Problem with 24-bit color under Linux
Posted by [Liam Gumley](#) on Thu, 26 Aug 1999 07:00:00 GMT
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Ken Kobayashi wrote:

> I'm using IDL 5.2 on a Sun workstation, but normally I use my Linux
> PC as an X terminal to access the Sun. Everything works as expected
> when the X server is running in 32-bit color mode, but when I try to
> use 24-bit mode, the graphics does not work correctly. Sometimes it
> seems to go into a BGR color order instead of RGB, sometimes I just
> get garbled output.
>
> Of course, I could just use 32 bit all the time, but with my
> current video card, I have to sacrifice resolution and refresh rate to
> use 32 bit mode. Is there any way to get it to work correctly in 24
> bit mode?

Ken,

(1) Can you provide a short example which works in 32-bit mode, but does not work in 24-bit mode?

(2) Are you using a recent Xserver version (e.g. XFree86)? The problem might be poor support for your graphics card by the Xserver.

Cheers,
Liam.

--

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

Subject: Re: Problem with 24-bit color under Linux
Posted by [Liam Gumley](#) on Fri, 27 Aug 1999 07:00:00 GMT
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Ken Kobayashi wrote:

- > I'm using a fairly recent Linux distribution (Turbo Linux 4.0, a
- > Japanese distribution based on RedHat 5.0). I upgraded recently to
- > XFree86 3.3.3.1, though this problem also occurred with the original
- > XFree86 from the distribution (3.3.2, I think). The video card is a
- > Matrox Mystique 220. (not G200)

Ken, you might want to try the demo version of AcceleratedX, available
at
<http://www.acceleratedx.com/>

Everyone around here swears by it, and it might be the quickest way to
solve this problem.

Cheers,
Liam.

--

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

Subject: Re: Problem with 24-bit color under Linux
Posted by [m218003](#) on Fri, 27 Aug 1999 07:00:00 GMT
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- > In 32 bit mode, both of these examples produce images of
- > red/blue/green bands, as expected.
- >
- > In 24 bit mode, the first example produces a larger number of bands,
- > some much narrower than 33 pixels, but all vertical bands. The output
- > is slightly different each time I try it. The second example produces
- > a green/blue/red image - i.e. green and red are reversed.

I had(=have) a similar problem with my 3D Labs Permedia II graphics card.

What I was told in the end is that this is a bug in XFree version 3.3.xx and would probably be fixed in the next major update of XFree which should be out sometime this winter. In my oppinion, IDL should add support for 16-bit color depth. That seems to me a very good compromise between speed and available colors.

Martin

```

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Subject: Re: Problem with 24-bit color under Linux
Posted by [kobayash](#) on Sat, 28 Aug 1999 07:00:00 GMT
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On Fri, 27 Aug 1999 08:36:37 -0500, Liam Gumley
<Liam.Gumley@ssec.wisc.edu> wrote:

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> Ken, you might want to try the demo version of AcceleratedX, available
> at
> http://www.acceleratedx.com/
>
> Everyone around here swears by it, and it might be the quickest way to
> solve this problem.
```

Thank you for the tip. I'll look into it. Though a 10-minute demo doesn't sound like a satisfactory solution, and for the \$125 for the full version (int'l price) I might instead be able to get a new video card that does support 1280 x 1024 x 32 bits (which should work OK)...

Anyway, thank you again to all who responded.

- Ken