Subject: Why are my graph colors wrong with 24 bitplanes but not with 8?
Posted by Charlie Zender on Mon, 04 Oct 1999 07:00:00 GMT

Hi,

I have a bunch of graphics procedures which use colormaps that work
fine under IDL 5.2.1l when I run the X server at 8 bit planes.
I would really like to use the full graphics potential of this high
end card, and use all 24 bit planes. Unfortunately, all of my IDL procedures
give unexpected, weird colors on 24 bit plane screens.
The graphics still print correctly, but printing and viewing the files
with, e.g. ghostscript is time-consuming and I want the graphics to
show up in the window with the right colors. Any ideas what is going
on?

I would very much appreciate receiving a sample of a simple plotting
procedure, e.g., a horizontal green line crossing a vertical red line
in an xyplot, that shows up on 24 bit plane graphics the same as on
8 bit plane graphics.

Thanks,
Charlie
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