
Subject: Re: 24 vs 8 bit color systems
Posted by [davidf](#) on Wed, 17 Jan 2001 18:59:52 GMT
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Jason P. Meyers (jpm7934@cis.rit.edu) writes:

> However, (and this is the point of this post) I got to wondering just
> how much of an issue this really is in today's environment. I suspect,
> and would like feedback, that it is rather uncommon now-a-days to find
> an IDL user who is working on an 8-bit color display. I assume that if
> one can afford IDL, then one can also afford a "decent" graphics card.

Oh, oh. Brace yourself, Jason. :-)

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: 24 vs 8 bit color systems
Posted by [Craig Markwardt](#) on Wed, 17 Jan 2001 19:36:43 GMT
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"Jason P. Meyers" <jpm7934@cis.rit.edu> writes:

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> how much of an issue this really is in today's environment. I suspect,
> and would like feedback, that it is rather uncommon now-a-days to find
> an IDL user who is working on an 8-bit color display. I assume that if
> one can afford IDL, then one can also afford a "decent" graphics card.
> I ask this question, because I would like to make the going in
> assumption that the user of my project will be working on a 24 bit
> system. Is this a "bad" assumption to make (i.e. are this still a
> significant number of users still running on 8 bit systems?)

Hi Jason--

I can't speak for everybody.

I will say that in the astronomy profession there are a lot of tools
that run only on 8-bit displays. Part of that is just legacy, and

support for 24-bit is improving. On the other hand, there are a lot of times where it's really nice to have a color table to manipulate, to do things like interactive intensity scaling, or just to futz around with the color scheme.

Lastly, on a lot of systems I've seen, the 24-bit graphics are quite a bit slower, and of course they use more memory. In "economy" situations, 8-bit would be the way to go.

Craig

--

Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response

Subject: Re: 24 vs 8 bit color systems
Posted by [Paul van Delst](#) on Wed, 17 Jan 2001 19:44:41 GMT
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"Jason P. Meyers" wrote:

>
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yes.

> (i.e. are this still a
> significant number of users still running on 8 bit systems?)

yes.

What you are saying is that you are designing the code so it is easy for you to write rather than addressing the (apparently) complicated issue of users not having the same hardware as you. Hmm. I remember reading, or somebody told me, about a similar issue related to designing GUIs (maybe from Alan Cooper's book?). A common problem mentioned was that programmers designed the GUIs so that it was easy to code/maintain rather than easy to use (by regular people).

Good on yer for asking.

paulv

p.s. I have both 8- and 24-bit hardware.

--

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Subject: Re: 24 vs 8 bit color systems
Posted by [Phillip David](#) on Wed, 17 Jan 2001 22:55:16 GMT
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Jason;

I know I still support a large number of users using 8-bit color...
I don't know how common that is.

Phillip

"Jason P. Meyers" wrote:

>
> Hello All,
>
> This is a bit of a departure from the normal request for help. I am
> getting ready to begin designing (aka programming) my final project for
> my IDL programming class. I have read through Dave Fanning's book and
> since I wasn't sleeping, Dave's not so subtle message about differences
> between 8 and 24 bit displays became apparent. :-)
>
> However, (and this is the point of this post) I got to wondering just
> how much of an issue this really is in today's environment. I suspect,
> and would like feedback, that it is rather uncommon now-a-days to find
> an IDL user who is working on an 8-bit color display. I assume that if
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> significant number of users still running on 8 bit systems?)
>
> Thanks in advance,
> Jason Meyers
> PhD Student, Center for Imaging Science
> Rochester Institute of Technology
> jpm7934@rit.edu
