
Subject: True Color, but !d.table_size eq 64?
Posted by [Alex Schuster](#) on Fri, 09 Feb 2001 16:02:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi!

On our Ultrasparcs, with True Color display, I only get a color table with 64 entries. I start IDL, open a window, and !d.table_size is 64, not 256, or the value I pass via the colours keyword.
Any idea why this happens? Under Windows, it's always 256.

About all of my programs only need 8-bit color, so I used to do a device, pseudo=8 to switch completele to 8-bit mode, and everything was fine. But now I would like to use a true color display and non-decomposed colors, but 64 coler cells is not enough. Hey, where's the problem, there are plenty of colors, it's a true-color display after all!

Maybe I found the only thing that's better in the Windows than in the Unix version of IDL?

Alex

--

Alex Schuster Wonko@weird.cologne.de PGP Key available
alex@pet.mpin-koeln.mpg.de

Subject: Re: True Color, but !d.table_size eq 64?
Posted by [Alex Schuster](#) on Tue, 13 Feb 2001 12:29:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Alex Schuster wrote:

> On our Ultrasparcs, with True Color display, I only get a color table
> with 64 entries. I start IDL, open a window, and !d.table_size is 64,
> not 256, or the value I pass via the colours keyword.
> Any idea why this happens? Under Windows, it's always 256.
>
> About all of my programs only need 8-bit color, so I used to do a
> device, pseudo=8 to switch completele to 8-bit mode, and everything was
> fine. But now I would like to use a true color display and
> non-decomposed colors, but 64 coler cells is not enough. Hey, where's
> the problem, there are plenty of colors, it's a true-color display after
> all!

Um, it is not. I just forgot the DEVICE, TRUE_COLOR=24 statement. Silly me.

Alex

--

Alex Schuster Wonko@weird.cologne.de
alex@pet.mpin-koeln.mpg.de

PGP Key available

Subject: Re: True Color, but !d.table_size eq 64?

Posted by [Alex Schuster](#) on Wed, 14 Feb 2001 16:42:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Alex Schuster wrote:

>> non-decomposed colors, but 64 color cells is not enough. Hey, where's
>> the problem, there are plenty of colors, it's a true-color display after
>> all!
>
> Um, it is not. I just forgot the DEVICE, TRUE_COLOR=24 statement. Silly
> me.

Okay, next question. Now that the True-Color Sun and the Windows PC display exactly the same, I tried another PC, an SGI 320 running NT. It has a 1600x1024 TFT display, maybe this has to do with the problem:

I start IDL (5.2), and enter XLOADCT. This opens the color dialog, and shows the default grayscale color bar. But on the SGI, I see a cyan bar. Looks like the red part of the color table is missing.

device, decomposed=0 & window & erase, 255 works fine, the window is erased in white. But a tv, rebin(bindgen(256), 512, 512) shows cyan colors, and no white.

Um, forget that, that was what just happened. Now that I try again, I get red colors. After an XLOADCT, I get red and cyan colors. Next try. This time, it's all cyan again. Oh well. I exited IDL after each try of course.

What the heck is going on here? Probably some missing DEVICE, /CORRECT_COLORS_ON_SGI or such.

Some information about the graphics stuff:

Cobalt graphics ChipSet A4
Driver Version 5.1.0

Alex

--

Alex Schuster Wonko@weird.cologne.de
alex@pet.mpin-koeln.mpg.de

PGP Key available