Subject: Re: 24 bit color depth confuses my color table
Posted by R.Bauer on Wed, 20 Jun 2001 15:40:40 GMT
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Daniel Luebbert wrote:

>
> Hi,
>
> I recently switched from IDL on Windows to IDL on Linux,
> and have some problems with my color tables.
> It seems that IDL cannot really cope with 24 bit color depth,
> at least not in a way that I would understand.
> So I followed the tips on David Fanning's web page, said
> "device,decomposed=0",
> tried all kinds of pseudo/true/direct color with all kinds of depths
> (8/16/24), but never got a satisfying result.
> I always get only 64 colors, and the color table seems completely chaotic (no smooth transition from blue via green to red...
> but arbitrary jumps in color from one color index to the next).
>
> Can anybody tell me the secret for using color on 24-bit Linux displays?
> thanks,
> Daniel

Dear Daniel,

I posted at 8th of May the same question and Carsten shows me
Liam's trick.

If you like to read the whole requests please look
at:

 http://groups.google.com/groups?q=special+linux%2Fidl+proble
m+group%3Acomp.lang.idl-pvwave&hl=en&safe=off&me ta=site%3Dgroups

"Liam E. Gumley" wrote:
>
> Carsten Dominik wrote:
>>
>>>> >>> "RB" == Reimar Bauer <r.bauer@fz-juelich.de> writes:
>>
>> RB> Reimar Bauer wrote:
>>>>
>>>> Hi,
>>>>
>>>> I hope someone on this group know this problem and is able to help.

```
>>>>
>>>> On one of my linux system I got always a monochrome color output
>>>> (grey scale) by idl. All other applications do have colors.
>>>>
>>>> I have three identical machines ( I believe ) and only one of them
>>>> has this failure.
>>
>> This works for me, I got it from this group, but unfortunately I
>> forgot who the original author was.  Put the following text in a
>> startup file, like .idlrc and set the environment IDL_STARTUP variable
>> to point to that file:
>>
>> setenv IDL_STARTUP ~/.idlrc
>>
>> if !version.os_family eq 'unix' then device, true_color=24
>>   window, /free, /pixmap, colors=-10
>>   wdelete, !d.window
>>   device, decomposed=0, retain=2
>>   device, get_visual_depth=depth
>>   print, 'Display depth: ', depth
>>   print, 'Color table size: ', !d.table_size
>
> The startup file shown is the one I use routinely on all my IDL
> platforms. If you want to use 8-bit display mode on a UNIX box, the
> first line becomes
>
> if !version.os_family eq 'unix' then device, pseudo_color=8
```

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Reimar Bauer

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=== ======
a IDL library at ForschungsZentrum Juelich
 http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.h tml

http://www.fz-juelich.de/zb/text/publikation/juel3786.html
=== ======

read something about linux / windows
http://www.suse.de/de/news/hotnews/MS.html