
Subject: IDL and 24 Bits

Posted by [pwalker](#) on Mon, 20 Jun 1994 21:59:14 GMT

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Hello.

I've just got a 24 bit display, and am trying to use IDL more productively than I used it on my old 8-bit display. I've read the users guide chapter 16, but still have some questions.. My display (attached to a personal Iris), will only come up in TrueColor mode, which doesn't seem to have writable color tables. xdpinfo tells me I can't get direct color.

How do other people in my situation get color tables and the like working. It seems I could write quite a bit of code to do this, but I'd bet other people have done many things with 24 bits without having DirectColor. Things I am interested in (but my interest is not limited just to this ...) are

- * Replicating the old Pseudo-Color behaviour (eg, `shade_surf,dist(20)` `loadct,4` does something) without having to go to Psuedo-Color mode
- * Do shaded surfaces with colors.
- * Transparent Isosurfaces, ala explorer or some such. (Bet this one is hard ...)
- * Anything else exciting and new!

Thanks for your help.

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