
Subject: 8 bit color

Posted by [wmconnolley](#) on Fri, 02 Apr 2004 13:33:03 GMT

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I want to use 8-bit psuedo color on a 24-bit display (so I can screen capture as PNG's). But the display (X) remains resolutely True Color.

I tried:

idl.gr_visual: PseudoColor

idl.gr_depth: 8

in my .Xdefaults as recommended in

http://www.dfanning.com/color_tips/unix_16bit_visuals.html

but this didn't work. I've tried device,true_color=0 and ,/psuedo and none of it works: I'm stuck in true color. What are the magic words (please)?

-W.

ps: vn 6.0.3 on OSF

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