
Subject: Re: TVRD, true color, indexed color, bit depth
Posted by [MarioIncandenza](#) on Mon, 25 Sep 2006 19:17:15 GMT
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1) http://www.dfanning.com/color_tips/strange_tvrd.html
2) "But it worked just yesterday!" Ah, but yesterday I was creating the image in the Z-buffer.

Quite embarrassed that this one turned out to be an RTFdfanning.com problem, but in my current situation, happier to have it solved.

Subject: Re: TVRD, true color, indexed color, bit depth
Posted by [MarioIncandenza](#) on Mon, 25 Sep 2006 19:59:00 GMT
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Followup:

The Z-buffer works as advertised (8-bit indexed color). However, the behavior of using WINDOW,/PIXMAP appears to have changed. This now appears to always produce a 24-bit buffer. I have several routines that worked recently that returned indexed data from PIXMAP windows. I am confused, which is news to no one.

Subject: Re: TVRD, true color, indexed color, bit depth
Posted by [David Fanning](#) on Mon, 25 Sep 2006 21:22:04 GMT
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Ed Hyer writes:

> The Z-buffer works as advertised (8-bit indexed color). However, the
> behavior of using WINDOW,/PIXMAP appears to have changed. This now
> appears to always produce a 24-bit buffer. I have several routines that
> worked recently that returned indexed data from PIXMAP windows. I am
> confused, which is news to no one.

Well, you and everyone else. For a long while IDL was changing the way color was handled with every release. It seems to have settled down lately, but I *still* get results I don't fully understand from time to time when I am on the road and away from my own fully-debugged setup. :-)

Cheers,

David

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