
Subject: Color Tools Update for 24-bit Z-Buffer

Posted by [David Fanning](#) on Tue, 12 Jun 2007 03:33:42 GMT

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Hi Folks,

A friend (supposedly) reminded me I needed to update one of my web pages to reflect the fact that in IDL 6.4 the Z-graphics buffer can be configured as a 24-bit device, in addition to the 8-bit device it has always been in the past. (The actual Z-buffer remains a 16-bit buffer, as it was before.)

In the course of updating the page, I realized none of my color tools worked in the 24-bit Z-buffer, which meant I had to update those, too. Aaahhh! Which meant my evening hasn't exactly gone as planned. (We took my youngest over to the University and deposited him in the dorm his mother and I first met in 34 years ago, and on our 29th wedding anniversary to boot! I had to promise to NOT tell stories as we walked though the dorm, remembering how much fun dorm life was all those years ago. ;-)

Anyway, the wife has gone to bed and my plans for some wine on the porch and some..., well, you know, is shot. :-(

Thought I would let you know, however, that new versions of TVIMAGE, TVSCALE, TVREAD, and FSC_COLOR are available and all work with the 24-bit Z-buffer.

<http://www.dfanning.com/programs.html>

Cheers,

David

P.S. To the person who implemented the 24-bit Z-buffer, I agree that GET_PIXEL_DEPTH is better than GET_VISUAL_DEPTH, but it makes it hard to write elegant and compact code, is all I'm saying. :-(

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Seppure ma de ni thui. ("Perhaps thou speakest truth.")
