
Subject: Re: Problems with visual depth of 24 in IDL 6.1

Posted by [rkombiyil](#) on Fri, 19 Oct 2007 11:24:18 GMT

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On Oct 19, 6:16 pm, vera.me...@yahoo.de wrote:

> Hello!

>

> My problem, here we are:

>

> I shall apply an IDL Program which produced perfectly good pictures
> when using a graphic card of visual depth=16. However, my graphic Card
> seems to be younger having a visual depth of 24. The pictures I get
> are black, because IDL does not recognise the homemade colortables,
> defined within the program. If I use the default colours , I can
> produce black and white pictures. It has to be the setting of the
> visual depth, because if I change the setting of my graphic card to a
> depth of 16, I can reproduce the right graphics.

>

> I tried to set the Visual Depth in IDL with
> device, Visual_Depth=24
> but IDL w'ont accept.

>

> (Probably I should also mention that the visual name ist TrueColor.)

>

> What can i do?

>

> Regards, Vera

Try

device,true_color=24

/rk

P.S. Rather than trying to set them individually everytime, I do it in
my dotrc file (.idlrc, assuming you are using *nix). You can specify
all your private settings there. Maybe you already are doing so, just
in case. Good luck!