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Subject: pseudo color and true color

Posted by [A. Scott Denning](#) on Sun, 19 Jan 1997 08:00:00 GMT

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I am running an idl application under Solaris 2.5 from a Windows NT machine using the X/win32 X server.

The Unix box has an 8-bit graphics board. The idl code is built using color tables and psedo color through and through. But the NT box has a 24-bit video card, and the X server software doesn't allow idl to run in Pseudo-Color mode (yes, I've tried setting it with DEVICE).

When I display my plots (color-filled contours and images) on the PC, I get indistinguishable shades of purple instead of lovely rainbows (colors 0 through 25 in a color space of 16 million).

How can I get around this behavior? Can I somehow generate true color images if and only if I'm running my code via the PC X server?

Thanks for any help!

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