
Subject: Re: IDL Colors on 24-Bit Displays
Posted by [Markus Nowak](#) on Fri, 09 Jan 1998 08:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi there,

A work-around for the "24-bit color problem" in IDL 5.0 on Macs:
Start IDL with your screen set to "256 colors". All color table and plot
stuff will work as expected. I Now of course you will get tired of
changing LUTs when switching between applications. Wel,, just re-set
your screen to "Millions of colors". This won't affect IDL (!!!!!!!).
It's a bit of a pain, but better than red plots.

For those working on other OS's: Try it - it might work!

Bye for now

Markus Nowak
PET Center
Copenhagen, Denmark

David Fanning wrote:

> Hi Folks,
>
> I don't pretend that this is the last word on the subject,
> but with the help of Mark Rivers and the technical support
> folks at RSI I think I *finally* have a pretty good handle
> on what is happening with 24-bit colors. (At least with
> respect to direct graphics. The object graphics system
> seems to use yet another scheme and I am still
> puzzled about aspects of that.)
>
> In any case, you can see my 3:00 AM feeble attempt to
> explain it to myself (don't ask) in a new article on my
> web page. It is at this URL:
>
> <http://www.dfanning.com/tips/colors24.html>
>
> Cheers,
>
> David
