

---

Subject: 8bpp vs 16bpp

Posted by [Chris E Forest](#) on Wed, 22 Jul 1998 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi,

Does anyone know if I can run X in 16bpp and then force IDL to open a graphics window with 8bpp?

At the moment, I'm running X in 24bpp in order to avoid colormap problems between different apps. But, this requires a smaller resolution screen with only a 4Mb graphics card. Of course, the best solution would be to upgrade the memory on the graphics card...

FYI, I'm running IDL5.1 in Linux.

Thanks for any thoughts.

Chris

--

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+|

Chris E. Forest

mailto:ceforest@mit.edu

|

|