
Subject: Re: device,decomposed=0
Posted by [davidf](#) on Thu, 04 Feb 1999 08:00:00 GMT
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R.Bauer (R.Bauer@fz-juelich.de) writes:

> Problem: true color display using pseudo color by device,decomposed=0
>
> Result: pseudo color is enabled but !D.N_COLORS is 16777216
> in previous Version idl 5.1 it was 256

Is the moon full? There sure are a lot of bug reports today. :-(

But this, thankfully, is a bug *fix*. This is how it is
suppose to work. :-)

Cheers,

David

--

David Fanning, Ph.D.
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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: device,decomposed=0
Posted by [davidf](#) on Mon, 08 Feb 1999 08:00:00 GMT
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R.Bauer (R.Bauer@fz-juelich.de) writes:

> David Fanning wrote:
>
>> R.Bauer (R.Bauer@fz-juelich.de) writes:
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>>> Solution is:
>>>
>>> FUNCTION def_n_colors
>>> IF !d.n_colors GT 256 THEN RETURN,256 ELSE RETURN,!d.n_colors
>>> END
>>
>> Well, not exactly. But probably close enough for government work. :-)
>
> True, but how else could I handle 8Bit color displays accessing only 236
> colors and true color displays with decomposed,0 having 256 colors?

No, you are absolutely right. I'm sure this works for you.
I'm just saying that you cannot depend upon !D.N_Colors reflecting the *correct* number of colors for all versions of IDL all the time. And depending upon what you are doing, you don't really want to know the number of colors anyway. What you more often want to know is how many color table elements are available. The system variable !D.Table_Size is a more accurate value for this purpose.

But, of course, what you *really* want to know is the type of color visual, the depth of the display, and whether color decomposition is turned on or off at this particular moment. All of this information is now available in IDL 5.2 via keywords to the DEVICE command. If everyone would just upgrade to IDL 5.2, we would have the color situation licked. :-)

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David

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regards
R.Bauer

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