
Subject: Re: odd behavior of loadct
Posted by [davidf](#) on Mon, 15 Jun 1998 07:00:00 GMT
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John Boccio (boccio@swarthmore.edu) writes:

```
> System = Powermacintosh
> IDL V5.1
>
> cd, 'Public Area HD:Codes'
> DEVICE, RETAIN=2, DECOMPOSED=0
>
> z=dist(40)
> shade_surf,z    --> draws in gray shades
> loadct,37       --> no change
> shade_surf,z    --> changes to colortable 37
>
> Isn't suppose to change the surface colortable when
> I issue the loadct command rather than waiting for a redraw?
```

This sounds like perfectly normal 16- or 24-bit color behavior in IDL 5.1 on a Macintosh. See the article "Yikes. Has 24-bit color handling changed in IDL 5.1?" on my web page for details. Use your Display control panel to get your Mac in 256 color mode and you will have no trouble.

```
> If I run DEMO first, then loadct works when I issue the command.
```

Don't know what they are doing here, but I bet they get you into 256 color mode somehow. My Mac is gone today, so I can't try it. Check your Display control panel after the demo runs. How many colors to you have?

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting
E-Mail: davidf@dfanning.com
Phone: 970-221-0438
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
