Subject: Re: Exceed + Colours
Posted by Liam Gumley on Mon, 12 Oct 1998 07:00:00 GMT

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Matthew O'Donnell - RSG wrote:
> I have been working on a program that uses colours. The program works
> fine when I am on a unix machine using an X display, but as soon as I
> run the program on a PC using exceed the colour palletes go wrong. By
> wrong I mean that in the program you have the option of changing the
> colour pallete using a slider for the contrast, brightness and the
> actuall pallete. This all works on a unix machine but on exceed the
> display does not update the pallete until you do a TV to update all the
> displays. This is a OK work around when you only have one small image
> open but when you have several images open the time delay is just plain
> to annoying. Is there anyway to get the screen to update the pallete
> without haveing to tv all of the seperate images?

A simple fix is to reset your PC to use a 256 color desktop. If you are
running Windows 95/98, this involves right clicking on the desktop,
selecting 'Properties', selecting 'Settings', then selecting 256 colors
in the 'Color Palette' box.

If you want to understand why this behavior occurs on PCs, then check
out http://www.dfanning.com/tips/noxloadct.html

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