
Subject: Re: Widget color tables

Posted by [throop](#) on Tue, 16 Mar 1999 08:00:00 GMT

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In article <36ED957B.2D06B714@ssec.wisc.edu>,

Liam Gumley <Liam.Gumley@ssec.wisc.edu> wrote:

> throop@colorado.edu wrote:

>> I'm having problems setting the color table properly in a widget
>> program. IDL 5.2, sparc ultra, 8-bit display. Here's the situation:
>> o The problem is that the loadct command appears to be completely
>> ignored; the color table is just not set, or at least not displayed.
>> Instead, my default desktop color table is used. help, /device tells
>> me that indeed a 100-element private color map is assigned.
>> o I've found that if, before or after the widget is realized,
>> I create a non-widget window:
>> and move the cursor _into that window_, the color table for the widget
>> will be properly displayed and updated, as long as the cursor's in
>> that window. It appears that idl may be setting the color table
>> properly, but only displaying it when the cursor is in a draw window,
>> and not when the cursor's in a widget window.

>

> The following IDL startup file should be an effective cure for this
> problem:

>

> ;---cut here---

> ;- Set up 8 bit display and grab colors

>

> if !version.os_family eq 'unix' then device, pseudo = 8

> device, retain = 2, decomposed = 0

> window, /free, /pixmap, colors = -5

> plot, [0]

> wdelete, !d.window

> print, 'Number of colors is ', !d.n_colors

Thanks -- but it doesn't work; I get the same behavior.

In both cases, IDL really _does_ seem to be allocating the
color table -- it's just not swapping it in at the proper time.

-Henry

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