Subject: Widget color tables

Posted by throop on Mon, 15 Mar 1999 08:00:00 GMT

View Forum Message <> Reply to Message

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 I have a widget program with a draw window, which is started up
  by code that is similar to this:

```
base = widget_base()
draw_id = widget_draw(base, colors=100)
widget_control, /realize, base
widget_control, get_value = win, draw_id
wset, win
loadct,3
tvscl, dist(100)
```

  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:

```
window, 0
```

  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.

So, is this regular behavior? Any way to get IDL to switch in the
right color table when the pointer's in the widget window? Thanks for
any help.

-Henry

```
---------------------------------------------------------
| Henry Throop   throop@colorado.edu   (303) 492-1628  |
---------------------------------------------------------
| Laboratory for Atmospheric and Space Physics         |
| University of Colorado, Boulder     80309-0392      |
---------------------------------------------------------
```