Subject: Re: Color problems with Linux
Posted by Randy Frank on Wed, 21 Apr 1999 07:00:00 GMT
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Brian Jackel wrote:
>
> Greetings
>
> One of my co-workers is having problems with IDL 5.2
> under Red Hat Linux.
>
> After placing the following lines in her .Xdefaults file
>
> idl.gr_visual: PseudoColor
> idl.gr_depth: 8

You are runing into one of two known issues:

What is the default visual depth/class for the X server in question (use xdpyinfo)? Either the X server being used does not support a PseudoColor, 8bit visual in which case, you need to start the server with a different command. If the X server has an 8bit PseudoColor visual, check the output from DEVICE, /HELP. It is likely that IDL is getting a "private" colormap. In this case, there is a known bug in fvwm(2) where it does not properly switch between multiple colormaps in the same widget tree (what IDL uses). You might be able to get the colormap to swap by using a raw WINDOW command, but it is iffy. I wrote a patch to fvwm to fix this problem while I was at RSI, but I don't think the fvwm developers ever included the patch. Someone at RSI tech support might know where the patch is though. If your problem is this latter case, you can also work around the problem by using fewer colors in your IDL windows.

Hope it helps.
>
> IDL starts up believing that it has 256 colors. The
> problem is that the color table as displayed on the
> screen contains a fixed random assortment of entries
> (at least a hundred, it's hard to tell). Using LOADCT
> or XLOADCT does change the values obtained with
> TVLCT,r,g,b,/GET, but nothing changes on the screen.
>
> As a result, image display is basically useless. This
> is a significant problem for an astronomer who would
> like to display images...
>
> Any hints or suggestions would be most welcome.

> 
> --
> Brian Jackel