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Subject: Re: graphics window

Posted by [Liam Gumley](#) on Fri, 09 Jul 1999 07:00:00 GMT

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Yang Zhiqiang wrote:

> I have one ignoring problem with IDL graphic window on UNIX. Whenever I  
> point the mouse to the IDL graphic window, all other windows just  
> disappears. How to go around this problem?

Try using the startup file shown below (save it as idl\_startup.pro):

```
;---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, 'Color table size is ', !d.table_size
```

```
;- Set graphics and widget font sizes
```

```
device, set_character_size = [ 6, 9 ]
```

```
widget_control, default_font = '7x13'
```

```
;- ensure IDL 5.0 XMANAGER behavior is consistent with IDL 4.0
```

```
xmanager, catch = 0
```

```
;---cut here---
```

Then use the system variable IDL\_STARTUP to point to the full path and name of the startup file e.g.

```
setenv IDL_STARTUP $HOME/idl_startup.pro (C shell)
```

```
export IDL_STARTUP=$HOME/idl_startup.pro (Korn shell)
```

This code will be executed every time you start a new IDL session, and it should give you a consistent well-behaved 8 bit IDL display on all Unix platforms (as long as your Unix desktop is set to 8 bit or 24 bit mode: if you use a 16 bit or 32 bit desktop, all bets are off).

Cheers,

Liam.

PS: Let me know if this does not work.

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Liam E. Gumley

