
Subject: Re: can't change colortable in current window (linux bpp24)

Posted by [Liam Gumley](#) on Fri, 16 Jul 1999 07:00:00 GMT

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Olivier ARCHER wrote:

```
> when i load a color table with loadct *after* opening a window, nothing
> happen. here a piece of code producing the error:
>
> device,decompose=0
> window,/free && tv,dist(400) ;; picture in B/W
> loadct,4                ;; this have no effect in the current
> window ( no error messages )
> window,/free && tv,dist(400) ;; picture in color; loadct effect...
>
> this fail on a linux rh6 , with dpyinfo saying that my X server is
> TrueColor, with 24 plane depth
> this work on solaris( creator 3D graphics card) , with dpyinfo saying
> that my X server support various combination of class/depth.
```

Olivier,

The behavior you describe is actually a *feature* of 24-bit TrueColor mode in IDL. You can certainly do a lot of neat stuff in 24-bit mode, as described David's excellent articles. A quick way around this problem in 24-bit mode is to always load the color table just before displaying the image, e.g.

```
loadct, 4
tvsc1, dist(256)
```

However if you really *want* all of your graphics displays to update automatically any time you change the color table (using LOADCT, XLOADCT, or TVLCT), *and* you don't mind the limitations of 8-bit PseudoColor mode in IDL, then type the following commands just after starting a new IDL session:

```
device, pseudo=8, decomposed=0, retain=2 ; select PseudoColor mode
window, /free, /pixmap ; lock this mode by opening a window
wdelete, !d.window
```

PseudoColor mode will then be locked in for the rest of the IDL session (you can't change modes once you've created a graphics window). To check that you actually got PseudoColor mode:

```
device, get_visual_name=mode
print, mode
```

If you want to change back to TrueColor mode in future IDL sessions,

replace 'pseudo=8' with 'true=24'. These commands are best placed in an IDL startup file. Type

? startup

in IDL to find out how to use a startup file.

Cheers,
Liam.

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