
Subject: IDL and color maps on MacX

Posted by [8015](#) on Mon, 03 Jan 1994 22:17:48 GMT

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IDL version: 3.5.1

Sun Hardware: Sun Sparc 10

Sun OS: SunOS 4.1.3

Mac Hardware: Mac Ilci

Mac OS: System 7.0.1

Mac Video: Built-in 8-bit graphics

I'm having a problem that I can't figure out between a Sun SS 10, Mac Ilci and IDL. I am running IDL from my Mac via MacX (v. 1.2) on a rootless color window. I have 8M of RAM and am using virtual memory to give me a total of 16M. I have MacX using 6M with very little else running. I have the monitor control panel set to 8-bit color (256 colors). About every other time that I try to start a widget application, the Mac will freeze after a few seconds. This seems to be related to the color tables but I can't guarantee it. I have the following line set in my .Xdefaults: "Idl*colors: -16", as opposed to -5. This seems to make a difference, but not much. I have turned off all of the color table manipulations that I can think of in the startup file, and the applications, with no noticeable improvement. Can someone clue me in to what I need to change to fix this?

Thanks,

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